BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

COVERS PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

BASED ON A GAME RATED BY THE ESRB T TEEN

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TALES OF LEGENDIA™

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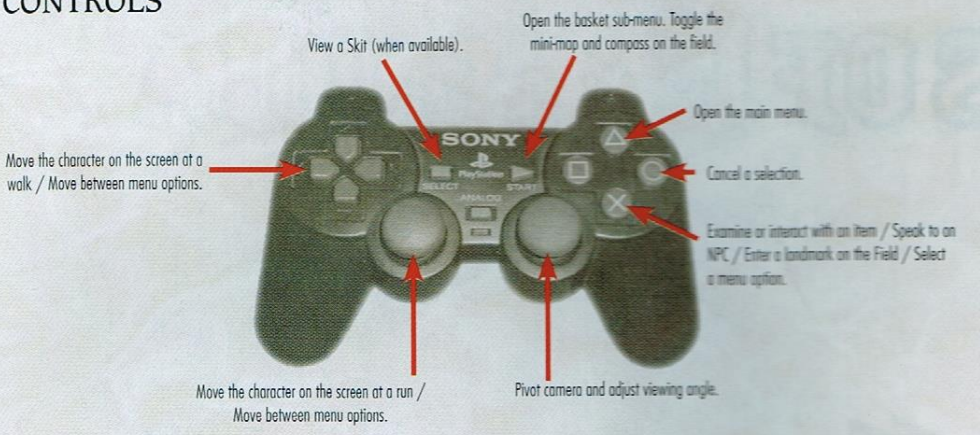
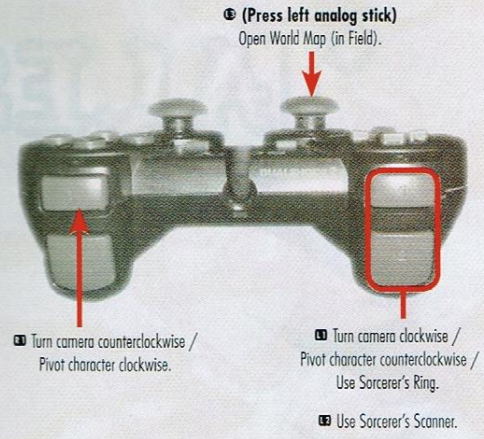
Adventuring Basics

The world of Tales of Legendia is quite expansive, which means you have to learn how to get around and fight before you can really take advantage of everything it has to offer. This section should help you learn the basics in no time, letting you get the most out of your game.

CONTROLS


View a Skit (when available).
Open the basket sub-menu. Toggle the mini-map and compass on the field.
Open the main menu.
Move the character on the screen at a walk / Move between menu options.
Cancel a selection.
Examine or interact with an item / Speak to an NPC / Enter a landmark on the Field / Select a menu option.
Move the character on the screen at a run / Move between menu options.
Pivot camera and adjust viewing angle.


(Press left analog stick)
Open World Map (in Field).
Turn camera counterclockwise / Pivot character clockwise.
Turn camera clockwise / Pivot character counterclockwise / Use Sorcerer's Ring.
Use Sorcerer's Scanner.

MAIN MENU

To open the main menu, press △ while on the field, in a town, or a dungeon. This allows you to make use of quite a few different selections, each represented by a tab at the top of the screen. To move between tabs press left and right on the directional pad or (left analog stick), and press ✕ to make your selection and go to the relevant sub-menu.

Eres

Eres act as both spells and fighting skills in the world of Tales of Legendia. Here you can view your current eres and change their various settings. Switch between four different tabs in this sub-menu by pressing left and right on the analog stick or directional pad buttonsw.

The "Eres—Use" tab lets you use an eres from this menu. This is handy for healing or other restorative eres. Otherwise this just acts as a list of current eres known, and allows you to see more easily which eres you have already mastered.

The "Eres—Settings" tab functions differently for the party leader and the other party members. For the current party leader (the player-controlled character in battle), this allows you to set different eres to six slots. You can set the current character's eres to each of four different slots which allow you to use a different "quick" eres when you press ● alone, or press it with three different directions on the directional pad or left analog stick. You can also set two more eres to the L2 and R2 buttons, which do not have to belong to the current character. This is handy for a quick way to prompt one of your crystal erens to use a restorative eres in battle.

When you select the same tab for the non-leader characters in the party, this allows you to toggle their different eres on or off. Eres marked "on" may be used in battle, while those switched "off" cannot. This is a handy way to make sure your characters won't use an element that the enemy is strong against or absorbs during crucial battles.

On the "Compound Eres" tab you can combine different eres you've mastered into a new eres ability which is strong against a particular family of foe, and may also add some type of status effect. This tab is only usable by iron erens.
To compound eres, select a character, then select one eres from each of three lists to combine them. The eres use must have been already mastered, and the character must have at least one eres in each of the three lists to successfully form a compound eres. The actual combinations for compounding eres are covered in more detail in the "Characters" section of the guide.

ERES - MODE: Select a battle control mode.
Select Battle Mode
MANUAL Mode
Player controls all actions in battle.
SEMI-AUTO Mode
Some actions in battle automatic.
AUTO Mode
All actions in battle automatic.
Semi-Auto Mode
Distance when attacking is controlled automatically.
Select Confirm Back Remove Info Character

The final tab in the eres sub-menu is used by the leader only. This allows you to select your battle mode, which is covered below in the actual combat portion of this chapter. The battle mode can also be changed during battle, on the fly, or by using the Select button.

Items

This tab allows you to use items while on the field, or view descriptions of other items that cannot be actively used. Like the main menu this sub-menu is split into various tabs, although here you must press L1 and R1 to change between them. Use the directional pad or left analog stick to change between the various items on your current tab, and press ✕ to select the item.

Selecting a tool allows you to use it now, while selecting a piece of equipment allows you to check to see which characters can use it, and what general effect it would have on their stats. You can also then select a character to equip the weapon or armor immediately, without using the equipment sub-menu.

From left to right the tabs in the item sub-menu are: new items, tools, weapons, body armor, head armor, accessories, food ingredients (but not baked breads), valuables (or key items), and eres stones.

For most items, you can carry a maximum of 15 copies of that item. The eres stones are the exception to this, allowing you to carry up to 9999 of each stone. Note that the maximum number of items may change after you complete the game and visit the grade shop.

Equipment

Select this tab, then select a character in order to change that character's equipment and title. Once you enter the sub-menu you see a list of the character's equipment to the left, including weapon, body armor, head armor, two accessory slots, and a title.

Scroll up and down to highlight different slots, and see a list of possible replacement equipment to the right. Press ✕ to choose the highlighted slot, and scroll along to list to the right to select a new piece of equipment. Press ● to toggle between two displays of stats, press ✕ to don that equipment, or press ● to exit back out.

Basket

Here you can enter the basket sub-menu, where you can use bread outside of battle. Breads have various restorative effects on your characters, but can only be used when needed. In other words, if all of your characters have full HP you cannot use a HP-restoring bread (unless it also restores TP, and your characters are short of that). If no characters are KO'd you cannot use one of the high-end breads that brings characters back from unconsciousness, and so on.

Status

This allows you to check the current status of each party member. Select a character to view a more detailed screen including all of their stats, experience, and the experience to the next level. Press ◉ on this screen to go to the next screen, which displays current equipment and elemental attributes.

Strategy

Here you can select the strategies that the computer uses for your other party members' AI. Press right and left on the left analog stick or directional pad to switch between party members, while pressing up and down scrolls between different strategy settings. Press ✕ to select a setting to change.

At the top of the screen, you can set up the characters' original formation in battle. Those toward the front start out close to the enemies, unless of course your characters are taken by surprise and the enemies sneak up from behind.

The distance setting determines how far the character tries to stay from the targeted monster during the battle. It's wise to set this distance to a large amount for crystal erens, and to a short distance for more physical iron erens. Stagger your characters even further to, for instance, keep a normal offensive caster in front of your main healer, giving the more important caster even more protection.

Select the balance setting to change how aggressive a character is in battle. You can put a character on all-out offense, total defense, or three settings in between.

The TP usage setting lets you determine how fast you want to allow a character to go through TP. As a hint, crystal erens tend to use TP slowly anyhow, as it takes a while for them to cast their more powerful spells, so you may wish to set them to a much higher rate of usage than your iron erens, which will go through TP like candy if allowed.

In the final setting, you can choose just how a character chooses a target. The "free" setting allows the character to select the target freely, while "different" causes the character to select a different target than the (player-controlled) leader, and "same" causes the character to focus on the same enemy as the leader.

Formation

Select this tab to change your party's formation. This allows you to place different members into your active party (the top four slots) when you have more than four total, and also allows you to change the active leader by putting a new character into the top slot. Changing the leader gives you a new character to actively control in battle, and also puts that new character on the screen as you navigate the field, towns, and dungeons.

Books

This is where you come to view the three different "books" in your characters' possession, some of which you collect during the progress of the game.

The Synopsis allows you to view a summary of events throughout the game up to your present point, all written from the characters' point of view. Even if you remember what happened without difficulty, it's still an entertaining read.

The Recipes section gives you a list of the recipes you've learned throughout the course of the game. To the right of each recipe is the number of that type of bread that you have currently in your basket. Highlight a selection to see a list of its ingredients to the right, and the number you've created listed below, with a description of the food and its effects at the bottom of the screen.

The Collector's Book is received along with one of your more...bubbly team members, and records all of the items you've found along the course of the play-through. Press left and right on the analog stick or directional pad to switch between tabs. This book gives you not only the number of items you've collected in each category, but also the maximum number in the game, and percentage you've managed to collect. This acts as a handy aid for those trying to collect every item in the game at least once.

Options

Here you can change game settings. This allows you to manually or automatically skip messages, toggle the subtitles and vibration, set battle difficulty, and adjust various sound and video settings.

Save

This is usually grayed out, and is only usable on the field. Here you save your game when you're between towns and dungeons, without a save point in sight. You cannot load data from here. See the section on saving your game below for more details.

EXPLORATION

The first challenge of the game is of course to learn just how to get around. For the most part this is straightforward, but as with most games there are a few quirks to learn in order to maximize your experience.

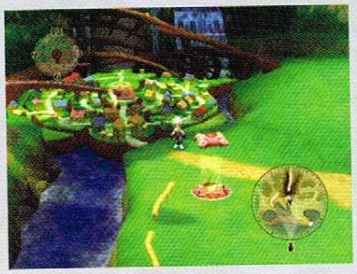
World Map

Shortly into the first chapter of the game you receive a World Map which helps you navigate to the different reaches of the Legacy with confidence. To view the world map exit a town or dungeon so you're out on the field, then press down the left analog stick (L3) to bring up the World Map.

Once you bring up the map, your own location is marked by an arrow pointing in the direction your camera is currently facing. There is also a list of various locations you've visited to the left. Scroll up and down this list, and the highlighted location is shown by a blinking dot on the World Map, while other locations are marked with solid dots. Locations that have items for sale from one or more peddlers are marked on the list with an exclamation point. Press ✕ while highlighting one of these locations to see a list of shops in the area.

You can also look at the bottom of the World Map screen to see the name of your current location. To exit back out of the World Map, press ◉

Town



There is one main town on the Legacy—that of Werites Beacon—and a small handful of villages and other settlements that you find throughout your adventures.

Getting around town is quite easy. Move around using the directional pad or left analog stick, and if you don't quite see your destination, use the right analog stick to move the camera around as needed. For most areas the handy maps in the guide should help you get around, and in Werites Beacon itself you even have handy in-game maps on some of the bulletin boards to help you keep your bearings. This is quite useful, as Werites Beacon is quite a large town.

The lovely part of town exploration is that there are no monsters wandering around ready to attack. You can take your time and explore, getting used to the town in general, without having to worry about being attacked. Talk to the people of each town to learn more information and purchase handy items, make good use of the various services found only inside a town such as specialized shops and ovens for baking, and remember to examine everything!

The Field

As mentioned before, to use the world map you must be in the field. This is the wide-open space that takes up most of the Legacy, found outside the towns and dungeons. You'll use the field mostly to navigate from one location to the next before you open up a duct to a locale (see below), but there are other times when you'll spend time in the field to loot its various chests, or in the process of undertaking various side quests.

While in the field press the START button to toggle the mini-map and compass on and off. Both of these come in very handy to help you navigate the ship without getting too lost. While the mini-map is displayed, you can see various landmarks such as towns and dungeons shown as white dots, to help you get to the next place of interest more directly.

Unlike town where you can walk around at leisure in perfect safety, the field is full of monsters. The particular monsters you find depends on just which part of the Legacy's field you're walking around in. For the most part you should be able to handle any encounters as long as you stay en-route to your next given location, but if you start to wander off the beaten path you may find yourself up against monsters that are far too tough for your level, so be warned. Random encounters can happen at given intervals whenever you're in the Field, without any actual visible monsters to give you any advanced warning.

Dungeons

Much of your time on the Legacy will be spent in dungeons of one type or another, so you would do well to learn your way around them. Navigation is greatly helped by both the mini-map in the corner of the screen and by the ability to move the camera around as needed, although your greatest ally here lies in the maps found within the walkthrough of this guide. These show you where to find the important features of each dungeon, such as treasures you don't want to miss as well as the exits and entrances.

Like the Field, Dungeons are full of monsters and you often find yourselves in combat after stumbling into a random encounter. Unlike in the Field there are also often Boss enemies that you must defeat in a Dungeon to continue the story line. Later in the game during the character quests there are even rare monsters that you can find using a special item that may drop unique treasures, but are difficult to find—without the walkthrough's handy maps, of course.

There is one notable location in many of the Dungeons where random encounters do not take place. This is within the various Puzzle Booths. You enter a Puzzle Booth by finding a green "broken" duct within a Dungeon and entering it. You are then taken to the strange extra-dimensional location without any random encounters, full of blocks and raised pathways, each with a different layout.

To exit a Puzzle Booth and continue on your way you must solve the puzzle within, usually by sliding around blocks into various positions, in order to reach and sometimes activate the duct within the room. Once you do this, you exit out the other side of the Duct, and it is now fixed. Taking the Duct at a future point takes you through normally, without stopping in the Puzzle Booth.

When inside a Puzzle Booth you can press the START button to reset the puzzle, or you can even take the easy way out and have a party member solve the puzzle for you, taking you automatically out the other side. If you do this however you cannot access some of the character titles in the game, so you may wish to at least give each puzzle a try.

The other typical points of interest of a Dungeon are the various treasure chests and save points, as well as the Wonder Baker. Save points are covered below, while treasure chests are fairly self-explanatory—they hold treasure, waiting for an intrepid adventurer such as yourself to come along and claim their contents. Blue chests hold equipment, while red ones hold other items.

Mimi the Wonder Baker is another matter entirely. You first encounter her within the first area of the game, Fallingwater. Whenever you spy an obviously weird and out-of-place item that's rotating slowly, you know you've found Mimi in another one of her guises. Approach and interact with her to receive a new recipe, which can be used for cooking various Breads. Mimi shows up inside dungeons as well as in various spots in town, so keep your eyes open!

Interaction

The mechanics of interaction are quite easy, simply walk up to an object or person and press ⊗.

When going through a town or settlement, it often pays to try to interact with any random or interesting object you see, as many tools are hidden away in barrels, carts and the like. As mentioned in the previous section, if the object is extremely strange and is spinning around in a circle, you definitely want to interact with it to flush Mimi out of hiding and collect a new recipe.

Otherwise there are more typical objects that you must or should interact with commonly over the course of the game. Treasure chests have already been mentioned, but there are others as well. Doors for example have a pretty obvious role. Approach a door and press ⊗, and with some buildings this opens the door and takes you inside the house or business. Of course some doors may not be entered at all times depending on events, while others may be locked until you find the right key.

Another less obvious item to interact with is an oven. This allows you to make use of the cooking system, which usually has a large role in a successful game. There are ovens only in certain set locations within some of the settlements, and you must also have the right ingredients for the job. (Look for more details on cooking in this section).

Aside from objects, you can also interact with the various people around town or even in some dungeons. As with the objects, approach the NPC and press ⊗ to strike up a conversation. This often just adds to the world's flavor or gives you hints about life on the Legacy. Sometimes this allows you to progress in a quest or side quest, while at other times you may find that the person you talk to is a peddler or other salesperson, taking you into a shop menu.

If you are inside a building, many of the shopkeepers are located behind counters and you can't get to them to speak with them directly. In this case, approach the counter to face the shopkeeper across it and press ⊗. This has the same effect, and opens the shop menu.

Duct System

Simply put, the Ducts allow you to travel instantly from a distant location back to Werites Beacon, and from town back to any of the Ducts you've already unlocked. It's a quick-travel method that really shaves a lot of time off your questing, preventing too much needless wandering around the Field.

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RESTORATION

Once you start getting into random battles while traveling, health restoration becomes quite a large focus. Luckily there are multiple ways to restore health and energy, each with its good and bad points.

The best way to restore your party is a Health Point. These special locations are blue circles of light, something like a Save Point and often found within the same vicinity. Enter a Health Point and examine it using ⊗, and it automatically restores all of your health and energy, restoring any negative status. The only real drawback to this is that Health Points are rare, only found in a few set locations. Use the maps in the walkthrough to see how close you may be to a Health Point and if you're too far away, look to one of the other methods of health restoration.

Inns are another method of restoration that work just like Health Points, but these unfortunately are not helpful to the travelers within a dungeon, as they're found within towns and settlements. They often—but not always—cost Gald to use as well. In some locations you may find a simple bed instead of an Inn—approach and examine it to make use of its restorative properties.

When you're not in town to make use of an Inn and the next Health Point is miles away, restorative items may be your best friend. Various healing gels and bottles can be used both in and out of combat, healing up a set percentage of a character's main HP or TP. To use an item press △ to open the main menu, select the "Items" tab, and choose the item you want. Stock up well before heading into a Dungeon, and you'll thank yourself later. The drawback here is that items cost Gald unless you find them from chests or enemies or other locations, and you can only carry a limited supply of 15 of each item type. Also since you can use the items in combat to keep your characters alive, you might want to hold on to them for the moment you most need them.

This in turn brings us finally to the Breads. Upon your first meeting with Mimi, you gain a Bread Basket that allows you to carry up to ten Breads of various types. While cooking the Breads themselves is covered below, for now you should know that Breads each have different effects, usually including HP and/or TP restoration. They can only be used outside of combat, so there's no reason to hold onto them for use in a tough fight, although you want to save up one or two strong Breads for use just before fighting a Boss.

To use a Bread press ◉ to open the Bread menu and select the delicious dish you'd like to consume. You can also get to this menu through the Main Menu by choosing the Bread Basket tab. While it may seem at first like you should save up Breads as much as possible as they are limited in number, really you should often try to use them all up between each trip to town. To unlock the higher-end recipes you need to bake a lot of Bread, and to do this you need to have empty space in your Bread Basket. So don't be stingy, and use Bread to heal often!

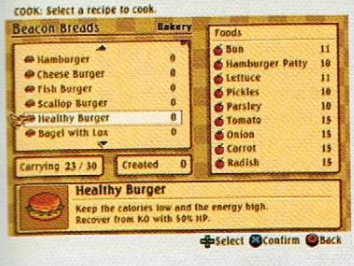
SAVING

As Tales of Legendia is quite a long game, not being able to save would be a disaster. Luckily there are two ways to save over the course of the game, keeping your progress safe from disruption.

The first way to save is to find a Save Point and examine it using ⊗. These points are light blue glowing circles with a sphere of energy hovering over top. Once you see a few, you'll learn to spot them quickly. Examining the Save Point opens the Main Menu to the Data screen, and allows you to save your game to a file on the memory card. The game uses only MEMORY CARD slot 1of your PlayStation 2.

If you don't have a Save Point handy, you can also save your game out on the Field. Out here just open the Main Menu and switch to the Data tab manually, then proceed to save your game as before.

COOKING



As mentioned in the Restoration section, the various Breads play a large role in keeping your characters healthy through a long dangerous Dungeon, so you should be quick to learn and master the cooking aspect of the game.

In order to cook you need a few things: A Bread Basket, the recipe, the right ingredients, and an oven. The Bread Basket and your first recipe are both received during exploration of the first area of the game, which gives you a nice head start. Further recipes can be found by flushing Mimi out of specific hiding spaces throughout the game, and you may also receive new recipes as you repeatedly practice certain old ones. Check the "Breads" section of the strategy guide for more specific details on what different recipes do, what you need for them, and how to unlock each.

Each recipe requires certain ingredients which are used up each time you bake a new Bread, so you must visit a grocery to restock frequently, or pick up ingredients through fighting monsters or other means. When you have all of the other components covered, find an oven and examine it to get started with the actual cooking process. You can find an oven in the same shop as the grocery in Werites Beacon, in Will's House, or in various other locations throughout the game.

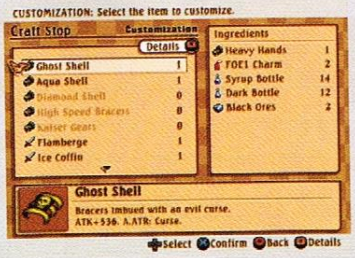
To start cooking, approach the oven and press ⊗ to examine it (or speak to the woman in front of the oven in the grocery building). Choose to view the instructions in-game if you like, or otherwise select "bake" to bring up a list of recipes that you know to the left, with a number displaying how many of that item you have in your current possession just to the right of each recipe name. Below the list of recipes you can see how many breads you're currently carrying, to help you plan how much else you can bake.

Move up and down with the directional pad or left analog stick to scroll between recipes, and you see a display of required ingredients and how many of each you have, off to the right. You also see how many of the recipe you've already baked down below. This is important when trying to create new recipes from old ones—see the "Breads" section of the guide for more specific details.

To bake a recipe, highlight it on the list and press ⊗. You cannot bake a recipe if you don't have enough ingredients, or if your bread basket is currently full. Otherwise you bake one serving of the bread, and it is added to your basket automatically. If baking the bread opens a new recipe, you are notified at this time.

Press ◉ twice to exit out of the baking screen, and continue on your journey.

CUSTOMIZATION SHOP



Along with the normal shops in town, there is one special shop that only opens after the first main section of the game has been completed and you've started on the Character Quests. This is the Customization Shop "Craft Stop."

This special business allows you to take certain materials you collect throughout your adventures and combine them in new ways, to make powerful equipment that you otherwise wouldn't be able to have. Many of the items used in this crafting are hard to find and limited in number though. Some, in fact, are even the "Valuables" or Key Items that are unique in the game. So plan what you're going to create carefully ahead of time, and don't waste your materials.

SKITS

Throughout the course of the adventure you unlock various Skits for your viewing pleasure. These are short scenes of dialogue between various characters of your party, and are simply for enjoyment and fleshing out the characters.

Skits are unlocked in various ways. Some are unlocked automatically after specific game events. Others take place when you meet requirements in battle. Still others happen when you receive specific pieces of equipment. Keep your eyes open for the tell-tale Skit marker in the upper right of the screen, and press the SELECT button whenever you have a new Skit available in order to view it.

Once you've unlocked a Skit, after you start the Character Quests you can visit the Country Cottage to the northeast of Werites Beacon and speak to an old man there to replay them at any time. Check the Skits section of this guide for a complete listing of the Skits, and how to obtain them.

TITLES

Like the Skits, Titles are obtained in quite a few various ways, but these are more personal for each character and also have actual game-related effects, albeit small.

Many titles are received through the normal course of events during the game, while many others are unlocked in specific ways during battle. Still others are picked up in more obscure ways—such as titles for mastering the various Puzzle Booths of the game. Once you receive a title for a character you can set it through use of the Equip section of the Main Menu, just as with weapons and armor. Each title has a different effect on the character's stats, so experiment to see what each new title can do for you.

Check the "Characters" section for a listing of titles for each character, what they do, and how to obtain them.

BATTLE

Almost immediately after starting your game you are thrown into combat against a Boss enemy, and the fights barely let up from this point on. When you're not in town or viewing an event you're usually in danger of a random encounter of some type, if not about to run up against a special Boss or Rare enemy. Thus you have plenty of chances to hone your combat skills, but to do that you must start with the basics.

Battle Controls

✕	Perform a normal attack.
○	Trigger an eres (possibly in conjunction with the directional pad or left analog stick).
△	Open the combat menu.
□	Guard
left analog stick, directional buttons	Move on the combat screen / Move between menu options / Use in conjunction with ○ to perform an eres move.
right analog stick	—
R1	Trigger climax mode when the gauge is full. Press during climax mode to trigger a climax combo.
R2	Trigger the eres set to this button.
L3 (Press left analog stick)	—
L1	View details of the current target. This is more fleshed out when you've used a Magic Lens on this enemy type at some point in the game. Switch between targets/parties with the directional pad or left analog stick.
L2	Trigger the eres set to this button.
R3 (Press right analog stick)	—
START button	Pause combat / Toggle the details screen after the battle is over.
SELECT button	Switch leader modes during combat.

Battle Basics

Combat consists of one to four characters in your party going up against one or more enemies, with the last team standing coming out the victor. As in most RPGs each of your characters has HP that represents his or her health, displayed in the top meter beside a character's portrait, and when this health runs out the character is KO'd. If all characters in your party get KO'd, the game is over and you must return to the previous save, although in Boss battles you also have the option to start again from the start of the battle.

Each character also has a stat called TP. These points mark the amount of energy that character can use in performing various Eres moves, which act as battle skills and spells in this game. TP is displayed in the meter under the HP bar, and it regenerates slowly throughout the course of battle, so even if you're unable to use eres for a short while if you wait around a while you should soon have energy built up again.

During the actual combat itself you control only the lead character directly. Any other characters in the battle perform according to their set AI, or other direct instructions. If you wish to control a different character in combat, you must make them the leader of the party.

By default the controlled character starts in Semi-Auto Mode, which allows you to attack and move around as you choose, while some aspects of battle such as turning to face the nearest monster when you attack, and getting the correct distance for certain iron eres, is automatically handled for you. You can also press the START button in battle to toggle between the three modes on the fly. In Auto mode, everything is done automatically, even for your controlled character. In Manual mode you must perform everything yourself, including facing the enemy when attacking and judging your own distances.

To assault the nearest enemy, face it and press ✕ to perform one attack. Hold down the button to keep performing attacks, but watch out for the enemy's counters! When you need a little extra boost in your attacks, consider using eres. To do this press ○, possibly in addition to pressing in one direction on the analog stick or directional pad, to perform one of your set eres. (See the section above on the Main Menu for more details.) This takes a set amount of TP, but gives you a more deadly attack to use to take down the foe.

Finally you may find yourself needing to use an item or change options, or give your party members a command. Do to this, open the combat menu by pressing △. This gives you a range of options, most of which are covered in sections below.

Iron Eres

Used by people called iron erens, iron eres consists of various special combat moves, and fills the role of special attacks in this game. iron eres uses TP, but is triggered immediately and has a noticeable physical effect. An iron eres maneuver may or may not be linked to an element, although usually not, and it may also have an additional effect such as knocking down the enemy.

The first iron eres your characters learn are base eres. These are eres that come automatically at certain levels, and consist for the most part of fairly simple, straightforward movements. Use these repeatedly over the course of battles to master them, and to start unlocking arcane eres.

Unlike base eres, arcane eres do not come automatically with levels. Instead they are combinations of different base and arcane eres techniques. Once you master two or more iron eres, arcane eres that are a combination of two of them start to become available. Arcane eres tend to be more complex, as they utilize moves from two quite different eres combined into one long maneuver. To see a list of a character's base and arcane eres as well as their requirements, check the "Characters" section of the guide.

A special type of base eres that could use further explanation is the throw. These are moves that only Senel can use. To throw an enemy you must first knock it down in some fashion so that it is lying on the ground during combat, then stand over it and trigger the throw move. This picks the enemy up and tosses it in a direction that differs depending on the throw for more damage when it lands, and the thrown enemy may end up knocking down and damaging other enemies in its path, making it a handy move when you're up against a lot of foes clustered together.

You can only throw an enemy of the weight given in the eres description or lower. Thus a throw usable against a "middle" enemy can also be used against a "light" or "feather" enemy, but not one that is "heavy." Weights from lightest to heaviest are: Feather -> Light -> Middle -> Heavy -> Massive, with "special" being a class all of its own, untouchable by normal throw maneuvers. The actual throw maneuver used is always the throw that is explicitly for that monster weight. Thus if you trigger the "middle" range throw against a "feather" enemy, the eres displayed at the top of the screen is the one triggered, but the direction the enemy is thrown in and the actual move itself is of the "light" enemy variety. To see the exact weights of various monsters use a Magic Lens, or check the "Bestiary" section of this guide.

COMPOUND ERES: Combine essential eres into compound eres.
Skill Edit
Ogre Drop
A. ATR.: N/A TP Used: 40
1: Ground Slam
2: Dragon Blast
3: Demon Fist
Ground Slam 6
Stone Crush 10
Landslide 13
Avalanche Drop 17
Rending Earth 20
Ground Slam
TP Used: 6 A. ATR.: N/A Skill Level: 50/ 50
Base: Throw an enemy that is down. (Weight: Feather)
Select Confirm Back Remove Info Character

Once you begin mastering multiple iron eres, you may also begin to use one last special type of eres—the compound eres. Combining eres is covered above, in the "eres" portion of the "main menu" section. When you actually use these eres in battle, keep in mind that they are geared toward one specific type of enemy. This family of monster takes more damage from the compound eres, but the eres has diminished effects against any other monster family. Compound eres also tend to give a status effect of some type however, which may still make them worthwhile to use against even the "wrong" type of foe.

When attempting to quickly master new iron eres it's best to stay near a health point or cottage with a bed. Either take control of the character that needs work, or limit him/her to the new iron eres and set TP consumption to the maximum. Keep in mind that an iron eres doesn't have to work for the character to gain experience with it. Senel can practice throws on creatures without knocking them down. It's risky, but much faster.

Crystal Eres

Crystal eres are in another category altogether from the iron eres used by the more physical characters. Crystal eres act as magic in this world, consisting of various spells learnable by crystal erens. Unlike iron eres, crystal eres usually takes a while to cast, which leaves the eren vulnerable to being interrupted by taking damage. For this reason you should keep your crystal erens toward the back of the group, and try to keep the enemy far away from them.

Most crystal eres are attack "spells" of some type, and many of these have an elemental affinity. This makes crystal erens useful against elementally-based enemies that have an elemental weakness to exploit, although on the other side of the coin this means that you have to watch your erens carefully to make sure they're not casting spells that the enemy is strong against. These attack-based crystal eres are also useful in other situations, such as when an enemy is

surrounded by a particularly nasty Field of Effect that won't let your iron erens get close enough to attack directly.

Possibly even more useful than attack-based crystal eres are the restorative crystal eres. Three out of your four crystal erens that you recruit over the course of the game eventually have some sort of healing abilities, which are invaluable against enemies that do too much damage for items alone to handle. Different restorative spells have different ranges and strengths, while some restore negative status rather than healing HP, so use the right eres for the right situation.

Aside from the attack and healing eres are other crystal eres that have different effects, such as increasing your characters' parameters or lowering those of the enemy. Check each crystal eres carefully when you receieve a new one, to get a good idea of its effects so that you can use it most effectively.

When controlling a crystal eren, the player can "speed cast", cast spells in less time, by spinning the left analog stick in a clockwise motion after triggering a crystal eres. The caster's arms move faster and the eres is triggered much sooner when done properly. This is especially useful when an enemy has a profound elemental weakness, when the party is in desperate need of healing, or when a crystal eren fights alone in the arena.

New crystal eres are learned in a slightly different fashion than iron eres. Crystal eres are similar to base eres in that a character receives a new crystal eres scroll at specific levels, but this does not mean that the eres can now be cast at will. Unlike iron eres which can simply unlock new abilities when mastered, crystal eres must be mastered before it can be used. And to do this, you need eres stones.

As covered below in the "after the fight" section of the chapter, you may receive eres stones, or sculptures, after a fight. The particular stones you receive are always of the family of the monster that drops them. Thus, a monster from the Peepit family of enemies will always drop Peepit sculptures, when it drops them at all.

To master an eres scroll, you must collect a certain number of eres stones from two different monster families. Check the particular eres using the eres section of the main menu, and press ● while highlighting it to see which particular eres stones you need, and how many. (Or just check the "Characters" section of this guide, of course.) Once you collect enough stones of the right type, the character masters the scroll, and can use the eres as normal. If the party has already collected the right number of stones by the time you get a scroll, then the character automatically learns the spell when he or she reaches that level.

Combos

Combos occur in battle when you manage to attack the enemy more than 3 times without allowing the enemy to counterattack, defend, or fall to the ground. This is done usually by chaining together regular attacks, base eres, and arcane eres in a chain. Crystal eres have no effect on a combo, except perhaps to break one by throwing the enemy up into the air and away from your iron erens.

While performing a combo, the number of hits so far is displayed along the right side of the screen, increasing steadily as you continue the combo. After the combat is finished, the maximum number of hits in your best combo is shown in the info at the top of the screen.

Combos are useful not only for taking down enemies more efficiently, but also in giving you a better grade at the end of combat, and giving you more bonus experience. These topics are both covered in the "After the Fight" sub-section later in this chapter.

Senel and Chloe are the two characters best able to create combos. Each character has multiple attacks that can strike the enemy numerous times. Senel's Whirlwind Talon Blast and Shirley's Sword Rain: Omega are two of the best combo builders in the game. Many of Jay's iron eres pass through the enemy and Moses' attacks are a bit too slow and inaccurate to add much outside of Climax Mode.

To create long combos outside of Climax Mode the player must learn to coordinate attacks between multiple characters. Use the shoulder buttons to ensure characters not under your direct control attack on cue. Many of the best combo building attacks end by knocking the enemy to the ground. Prevent this effect by adding a crystal eres to the mix that strikes the opponent as the final blow hits. The crystal eres usually negates the knockdown effect and allows the combo to continue. The timing takes practice. Experiment with different crystal eres until you find one that you're comfortable with. Remember that crystal eres take time to cast, so the crystal eren must usually begin his/her attack before the knockdown attack is triggered.

Guard/Special Guard

Guarding is essential against tough opponents. Those encountered in random battles can typically be defeated without guarding, but bosses are more ferocious and damaging and rip through heroes that fail to guard properly. Press and hold ● to guard against an enemy's attack. The attack may still cause damage, but far less than it would unblocked. This also allows characters to counterattack the enemy when it's most vulnerable after a failed attack.

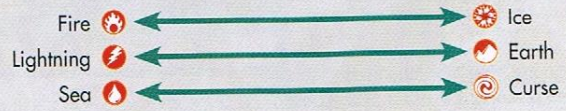
There are some attacks that break through a character's guard. Chloe's Sword Rain: Omega is a good example. Should the opponent guard against the attack the iron eres eventually breaks through the enemy's guard allowing her to cause damage normally. This is especially effective when two iron eres users are attacking the same opponent and really useful against defense loving Base Turtles. Certain enemies also have guard breaking attacks. Even so it's usually better to guard and have the guard broken than not to guard at all.

Crystal eres ignore the standard guard. To protect a character from a crystal eres the player must guard and then press down on the thumbpad to trigger a protective bubble. The bubble only lasts a couple of seconds, but it can be used over and over without penalty. A blocked crystal eres still causes a small amount of damage, but most of the effects are negated. This is most useful when facing crystal eres that knock the party down or inflict status effects.

Elements

There are six elements within Tales of Legendia, which come into effect when using most crystal and some iron eres. These are important because various enemies have weaknesses and strengths against some elements, and some may even absorb a certain elemental type. Using the right element against the right enemy not only speeds up your fight considerably, but gives you a better Grade at the end of combat (see below).

The six elements are set up in pairs, so that each element is strong against one other type, and that other type in turn is strong against the first element. These pairings are:



Pay attention to the elemental effects of your different eres and use them well to really master combat.

Status Effects

At times during battle your characters may come under a special effect, giving them a long-lasting condition known as a status effect. These can be beneficial or harmful, and there is a wide variety as well as a number of ways to get rid of them.

Poison

Stone

KO	The character has lost all of his or her HP, and cannot act in battle until revived. If all characters are KO'd, the game is over. Recover with a life bottle item or the Resurrection Eres.
Knockdown	The character has been temporarily knocked down by some special attack, and cannot perform any actions for a few seconds. This resolves automatically after a brief time, and cannot be hurried.
Poison	Marked by a green tinge to the character, and green bubbles rising periodically. Character HP drops slowly but steadily. Remove with a "panacea bottle" item or "recover" eres.
Burning	Marked by flames appearing on the character's skin. Character HP drops slowly but steadily. Remove with a "panacea bottle" item or "recover" eres.
Freezing	Marked by a solid ice appearance of the character. The character is temporarily frozen and cannot act. Remove with a "panacea bottle" item or "recover" eres, or wait for it to resolve after a short while.
Paralysis	The character cannot act temporarily.
Stun	Marked by small peeps circling around the character's head. This is caused by certain attacks, but lasts only a short time. The character cannot act or move while it lasts.
Petrify	Marked by a solid stone appearance. The character cannot perform any action. Remove with a "panacea bottle" item or "recover" eres.
Bind	Marked by spider webs surrounding the character. The character cannot act or move while this effect lasts, but it is only temporary.
Panic	Marked by wavy lines steadily appearing around the character's head. The character can move slightly, with a jerky motion, but the player has very little control, and the character does not attack. Remove with a "panacea bottle" item or "recover" eres.
Sealed Eres	The character cannot use any eres, but can move and use normal attacks as usual. Remove with a "panacea bottle" item or "recover" eres.
Attribute Up/Down	Marked by a red up arrow (raised attribute) or blue down arrow (lowered attribute). One or more stats of the character is temporarily raised or lowered, affecting his or her abilities in combat. Remove negative effects with a "panacea bottle" item or "recover" eres, or wait for it to disappear on its own.
Element Up/Down	Marked by a red up arrow (raised element) or blue down arrow (lowered element), alongside an icon of the affected element. Character resistance against attacks of certain elements is temporarily raised or lowered, affecting possible damage. Remove negative effects with a "panacea bottle" item or "recover" eres, or wait for it to disappear on its own.

Climax Mode

As you get into various fights, you can see a long gauge stretching across the bottom of the combat screen. While it starts out empty, it gradually fills with blue as you give and receive damage. This is the climax gauge, and is used for climax mode. The climax gauge keeps its spot in between battles, and in fact it usually takes quite a few normal battles to fill it completely.

Once the climax gauge has been completely filled, press L1 to trigger climax mode. to get back up before you trigger it. During this special combat mode, the enemies freeze on the screen as time stops, and only your characters may continue to attack. While this mode is in effect the enemies are completely frozen, and will not be knocked down, move around, or thrown into the air.

The climax gauge slowly empties itself while the climax mode is in effect. If you destroy all of the enemies while still in climax mode, the climax gauge freezes where it was and starts off at that level of fullness next battle. If the climax gauge empties fully, climax mode ends and you go back to the normal battle.

There is one more special maneuver that you can use during climax mode—the climax combo. To trigger this move, press L1 a second time during climax mode. At this point the climax gauge empties completely, and all characters in the party combine to perform one large attack against the currently targeted enemy. Climax combos can only be triggered when there are four characters in the party and everyone is alive. Typically the sooner a climax combo is used the more damage it causes, but there are no guarantees.

Using Items

To use items in combat, press △ to open the combat menu. Choose the "Item" icon from the menu, and this brings up a choice between the current members of your party. Select who you wish to use the item, keeping in mind that characters currently performing an action must finish before they actually use the item.

Once you select the character to use the item you are taken to the tools screen. you can only use tools in combat, no other form of item (although you can change equipment in a separate combat menu screen). Select the item to use from the list, then select a target. The first target offered is of the type you'd usually use the item against—one of the party members for a healing-type gel, for instance. Press left and right to switch between characters of that same type, or press up or down to switch to the opposite team if allowed.

Once you use an item, there is a brief countdown of a few seconds before any character can use an item again. During this time the "Items" command on the combat menu is crossed out, and cannot be selected.

Remember that using an item in combat takes off some of your Grade (see further down in the Basics section for details). This is a small amount however, and usually a small price to pay to avoid having someone KO'd or even to lose the battle and the game.

Escaping Combat

When things are really going badly and you don't think you might succeed against the current foe, remember that discretion is the better part of valor. In other words: run away!

To escape, bring up the combat menu and choose the very last option. This brings up a countdown in the lower left of the screen, at the end of which the characters actually escape from the battle. This countdown varies in time depending on how tough the enemy is compared to your party—in a Dungeon that's a challenge to your party in general level-wise, you may have to wait 20 or 30 seconds to escape from battle, while easy enemies that appear in an area you first explored long before may only take a few seconds to escape from. Remember too that the Magic Mist accessory can cut down your time to escape. You can continue to act normally in battle while you wait for the countdown to finish, so use items or eres to keep your characters alive and functioning as needed.

Occasionally you may find while waiting for the countdown to finish that the battle isn't as tough as you'd thought, or you manage to turn things around before the actual Escape takes effect. In this case you can go back into the combat menu and choose the end selection again to cancel your escape.

When you escape from a battle in a Chaotic Zone, instead of the Zone vanishing as usual, it instead remains on the screen. You'll need to actually defeat a battle within the Zone before it goes away. You also do not gain items, Eres Stones, or experience after an escaped battle, although you may still receive titles that depend upon the number of encounters.

Keep in mind that you cannot escape from every battle, so always be prepared before going into a fight.

Enemy Tactics

Of course, it's hard to cover the basics of battle without paying attention to the enemies themselves. The foes too have HP, and are KO'd after you manage to take all of it away. Once the last foe loses all of its HP, you win the battle. There are a lot of things that the enemy can do in between the start and end of battle however to make your characters' lives miserable, so you should be prepared for whatever the enemy throws at you.

Just like the characters, the enemies can perform normal attacks and in many cases use different eres in order to damage and otherwise affect your party members. Luckily the more dangerous moves tend to be prefaced by the appearance of an exclamation point (!) above the monster's head. A red exclamation point means that the enemy's about to perform an especially heavy attack, while a yellow point means that the foe is preparing some sort of special attack, such as an eres maneuver.

The different moves performed by different enemies can be found between the "Bestiary" section of the guide, and the various walkthrough sections themselves. In general though there is one additional type of enemy move that should be mentioned in passing: the Field of Effect.

A Field of Effect (or FOE for short) is a circle of light that some enemies can put up around themselves. This is a sort of Eres, so if the enemy wants to use a new Eres it must drop the FOE. While the FOE exists, any character that enters the boundaries of the circle comes under the particular type of effect for that FOE. For example if the enemy puts up a Poison Field, it is surrounded by a circle of yellow light. If one of your characters enters this yellow light, he or she is given the "Poison" status effect. For this reason, crystal eres is important for using against enemies that can summon up a FOE of some type.

Status effect FOEs give the character that status effect, while attribute- or element-lowering fields have effects that vanish as soon as the character leaves the boundaries of the FOE.

There are three colors of FOE: yellow, red, and black. This is important because each color has a corresponding type of accessory. If a character equips this accessory, he or she is protected against all FOEs of that color. This gives you an invaluable tool to use against certain enemies with a particularly nasty FOE ability.

After the Fight

Once you've managed to wrest victory from the enemies' grasp, there are a few rewards waiting for you, both tangible and not. The most simple of these is a 10% TP Restoration that takes place upon the end of a fight. Between the slow TP regeneration over the course of a fight and this extra bit at the end, you should have enough TP for many fights to come, if you pace yourself and watch your TP consumption rate.

Another important reward for combat is quite familiar to any long-time RPG player: the experience point award. Each monster is worth a base amount of experience, which is adjusted slightly depending on the foe's difficulty compared to your characters' current levels. Once the fight is over, the characters each receive the experience points for each monster defeated in the fight. Once a character builds up a certain level of experience, he or she advances to the next level, gaining better stats as well as possibly new eres or titles.

Don't worry too much about having to switch party members in all the time so that they don't fall behind in experience—when you receive the experience award at the end of the fight, party members who weren't part of the active fighting group still receive 95% of the experience award, while those who aren't in the party (including party members that you haven't recruited yet) receive 90%.

You can also help to increase your own experience award, other than by simply getting into more fights. When you perform combos in battle, you end up with a "max hit" rating, the maximum number of hits in a combo you perform. When the fight is done, you then receive a bonus to your experience points using the formula:

Experience Award x Max Hit / 100 + Max Hit

This bonus is then reduced if the enemies' highest level is lower than your characters' max level, by a maximum of 48%, but if you perform well it's still nothing to sneeze at.

Along with the Experience awards, the characters may gain a more tangible reward for their fighting skills. Each monster type has an amount of Gald that it always gives after a fight. It also has a normal and rare item that it may drop (although sometimes these are one and the same). There is a certain percentage chance for such an item to drop after each battle (check the "Bestiary" section for the exact items and percentages). Only one of these items may drop per enemy, although anywhere from zero to all of the enemies may drop an item after the fight.

Along with normal items, you may also receive Eres Stones (also called Sculptures) from the enemies you've just defeated. As covered a bit earlier in the section on crystal eres, these allow your crystal erens on your team to master the scrolls they receive, allowing them to cast crystal eres. There is a 20% base chance for each enemy to drop Eres Stones after the fight—the exact number of Sculptures received varies by enemy, and can also be found in the "Bestiary" portion of the guide.

The drop rate of both items and sculptures is affected by your performance in battle. Damaging an enemy raises the drop rate by the damage, divided by the enemy max HP x 100. The drop rate however may also lower if you leave the enemy alone for too long—by .8% for each second out of 30 minutes—but this rate loss can never take the drop rate down below its base.

When the battle is concluded you can see various relevant information by pressing Start to pull up the detailed after-battle screen. There are three sections to the screen, which you can scroll between by pushing right or left on the directional buttons or analog sticks. The left-hand screen displays items and Eres Stones received, with the middle screen showing any new titles or eres your characters pick up, or master, at the end of the battle. The screen to the right shows the specific changes to the Grade received at the end of battle, which is covered below. Any screen that doesn't have any of the relevant information to display is greyed out, and cannot be selected.

Battle Grades

Along with the other rewards from battle, you receive a grade as well. This grade depends on a large number of factors, with positive and negative occurrences adding to and subtracting from the total amount, as listed below:

POSITIVE

Finished battle in 10 sec. or less	+0.50 (per character)
Blocked enemy attack	+0.01 (per block)
Blocked enemy attack with special defense	+0.02 (per block)
Full TP at end of battle	+0.25 (per character)
Full HP at end of battle	+0.25 (per character)
Attacked enemy's weak element	+0.02 (per attack)
Performed a combo	+0.02 (per each 5 hits, with a 2.00 max)
Used Climax Mode	+0.50 (per use)
Used Climax Combo	+0.50 (per use)

NEGATIVE

Damage taken.	-0.01 (per successful attack)
Damage taken from absorbing attack	-0.10 (per successful attack)
Hit by enemy combo	-0.10 (per each 5 hits)
Character with status effect at end of battle	-0.50
Item used in batte	-0.05
Character KO'd	-0.50 (per KO)
Controlled Character KO'd	-1.00 (per KO)
Controlled Character KO'd when battle ends	-0.50
Attacked enemy's strong element	-0.05 (per attack)

So what does this all mean? Once all is said and done you end up with a total at the end of the fight (positive or negative) which is then combined behind-the-scenes with your total Grade up to this point.

This doesn't really have any effect on the game itself your first time through, but once you're done playing through both the normal game and the Character Quests, you have the opportunity to visit the a Grade Shop before your next play-through. This gives you the chance to "buy" various upgrades for the second or later times through the game, using whatever positive Grade balance you had at the end of the game. The store acts as a checklist, so you can check or uncheck different items to purchase, as some purchases do not work with others.

Skits and Titles acquired during the game carry over to the next play-through automatically.

GRADE SHOP

PURCHASE	DETAILS	POINTS USED
20 items	Hold up to 20 of each item. Cannot be used with "30 items." (Does not change eres stone maximum.)	20
30 items	Hold up to 30 of each item. Cannot be used with "20 items." (Does not change eres stone maximum.)	50
Increase Max HP	Start the game with maximum HP for all characters increased by 200. Cannot be used with "Decrease Max HP."	50
Decrease Max HP	Start the game with maximum HP for all characters decreased by 200. Cannot be used with "Increase Max HP."	10
Double EXP	All EXP earned doubled. Cannot be used with "Half EXP" or "Combos."	100
Half EXP	All EXP earned halved. Cannot be used with "Double EXP" or "Combos."	10
Combos	Set EXP earned to 1 point and increase Combo Bonus. Cannot be used with "Double EXP" or "Half EXP."	20
Eres	Inheret eres known when game was cleared. (Eres stones and usage also inherited.)	100
Recipes	Inherit all recipes known. The number of times the food was made will "not" be inherited.	5
Double GRADE	All GRADE earned doubled. Negative GRADE will also be doubled.	30
Gold	Inherit Gold in possession when game was cleared.	50
Battle info	Inherit values for encounters and maximum combos.	5
Play time	Inherit game play time.	5
Collector's Book	Inherit information in the Collector's Book.	5
Clothing—Formal	All characters' battle clothing set to "Formal." This "cannot be changed" during the game. Cannot be used with "Clothing—Costume."	50
Clothing—Costume	All characters' battle clothing set to "Costume." This "cannot be changed" during the game. Cannot be used with "Clothing—Formal."	50

HOW TO USE THIS WALKTHROUGH

IMPORTANT WALKTHROUGH AREAS

Pinpoint areas on the maps where special enemies or battles take place. These also include specific information about Health Points, Save Points, and other pertinent tips. These numbers correspond to the *large* numerals on the maps.

REGION SPECIFIC ENEMY DATA

Each enemy in each area is listed here in detail, so you can learn their HP and resistances before you fight them.

MAP NUMBER

References to map numbers within the walkthrough text correspond to these numerals.

AREA MAPS

All items are called out on the maps as well as other important areas, puzzle icons, Healing Areas, chaotic Zones, and Boss Fights.

BOSS STRATEGY

Specific information and tips are contained within a box like this for every Boss enemy in the game.

WALKTHROUGH Chapter 2
DINOGORGON
Senel should attack when the enemy is curled up and vulnerable.
Climax Mode makes it easy to finish the boss off.
ORESOREN VILLAGE
It's a short hike from the Crags to the Oresoren Village. Actually it's a small dock with a raft, but it acts as transportation to the village. Speak to the Oresoren next to the raft when ready to depart.
Leave the dock and head up the road to the village. There's a brief encounter on Map 3. Follow the others up the hill and enter the building at the top.
The Oresoren ask the party to come to Guppo's home at the back of the village. Take a right at the fork in the road to find it.
After some deliberation the party decides to travel to the Waterways. Check everyone's gear when the party regroups and leave through the northwest exit when ready to go.
Hot Dog Bun
To World Map

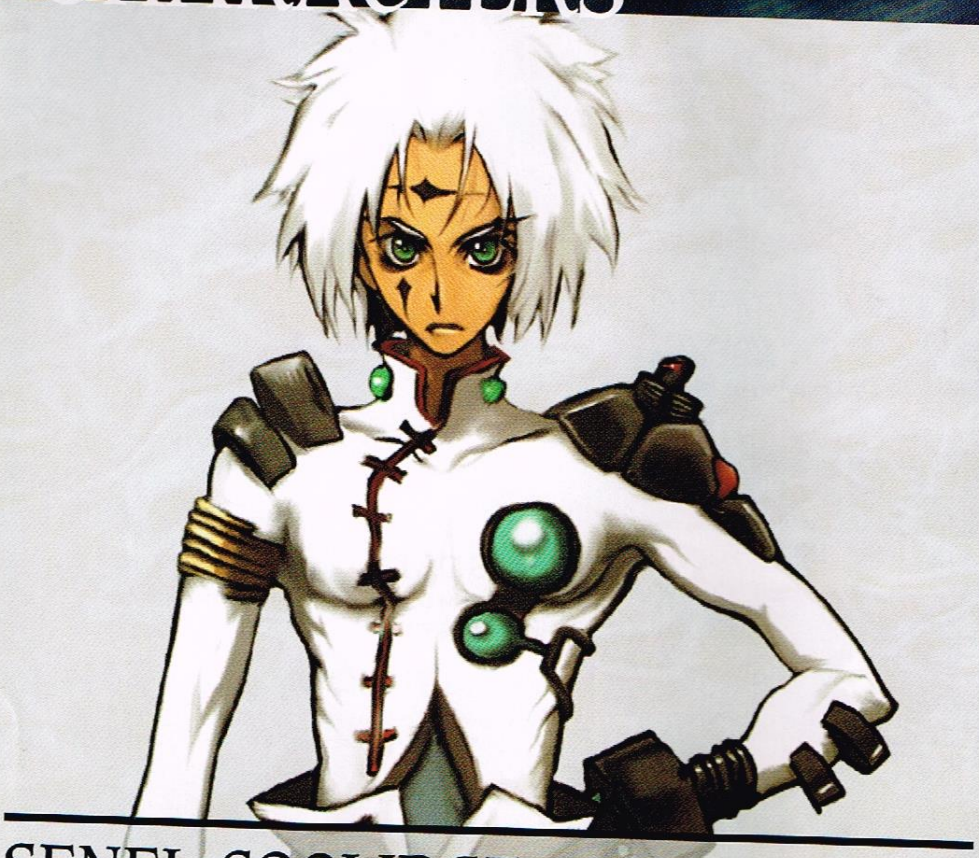
BOSS DATA

Contains the Boss name, HP, and Resistances for each Boss in the game.

MAP LEGEND

- H = Health Point
- S = Save Point
- = Obstruction
- ! = Switch
- 1 = Map Number
- 1 = Numbers that correspond to Important Walkthrough Areas.
- A = Map Connectons
- Rune Bottle = Location and Item Names
- A = The front end of a one way connection
- = Boss Fight
- M = A one way connection
- = Chaotic Zones
- = Puzzle Booths (green) = Enter (red) = Exit
- = Traps
- = Lines for a patrolling enemy

CHARACTERS



SENEL COOLIDGE

Senel is the leader of the group. His fighting skills and damage potential are unmatched. He leads the party into most battles and tackles the toughest of enemies with his iron eres.

His throw ability is unique. It allows him to lift opponents off of the ground and toss them across the battlefield. The flying enemy can strike other enemies and suffers a large dose of damage to boot. However, Senel can only throw enemies that have been knocked to the ground. Attacks like Talon Blast, Impact, and Phoenix Strike (and their arcane variants) are designed to knock opponents down at the end of the attack.

There are limitations to this ability. Senel has multiple throw eres from the simple Ground Slam to the devastating Lord of Creation. Each attack has a weight limit. Ground Slam, the first throw at his disposal, can only lift feather weight creatures like Eggtopus and Peepit Chicks. As he grows in power he gains better throws, which allow him to toss heavier opponents. Stronger throws can be used against any enemy in a weight class equal to or less than the move's limitations. Thus a throw like Avalanche Drop with a Heavy restriction can be used against smaller creatures.

Senel's compound eres are much like his throws, but they allow him to toss enemies that are far too heavy for his normal throws early in the game. Each eres can only be used against a specific monster family such as Megants or Dragons. The enemy must be knocked down before the compound eres can be used, but the damage caused is usually far greater than a base or arcane eres. Always pay attention to which bosses are coming and prepare Senel's compound eres when possible. They're usually the difference between an easy victory and a near defeat.

SENEL'S IRON ERES

Base Eres

DEMON FIST

TP Used: 4 | Level: 1 | A. ATR.: N/A

Description: Unleash a powerful shockwave along the ground.

TWIN DEMON FIST

TP Used: 17 | Level: 35 | A. ATR.: N/A

Description: Unleash multiple shockwaves along the ground.

TALON STORM

TP Used: 14 | Level: 27 | A. ATR.: N/A

Description: Attack the enemy with rapid kicks.

TALON BLAST

TP Used: 27 | Level: 59 | A. ATR.: N/A

Description: Rapid kicks end in a blast that downs the enemy.

DRAGON BLAST

TP Used: 8 | Level: 11 | A. ATR.: N/A

Description: An uppercut that launches the enemy into the air.

SWALLOW DANCE

TP Used: 13 | Level: 23 | A. ATR: N/A

Description: Rapid spinning kicks in mid-air.

SHADOW RUSH

TP Used: 4 | Level: 2 | A. ATR.: N/A

Description: Move and attack in an instant.

WYRM RUSH

TP Used: 21 | Level: 44 | A. ATR.: N/A

Description: Rush the enemy and unleash a combo.

TALON STRIKE

TP Used: 9 | Level: 15 | A. ATR.: N/A

Description: Attack from above and jump away.

WHIRLWIND DASH

TP Used: 16 | Level: 31 | A. ATR.: N/A

Description: Powerful backwards roundhouse kick.

DRAGON CRUSH

TP Used: 19 | Level: 39 | A. ATR.: N/A

Description: Close in and knock the enemy high into the air.

IMPACT

TP Used: 5	Level: 4	A. ATR.: N/A
Description: Hit with all your might to down the enemy.		

BEAST

TP Used: 23	Level: 49	A. ATR.: N/A
Description: Down the enemy with the force of a charging lion.		

COIL

TP Used: 11	Level: 19	A. ATR.: N/A
Description: Temporarily raise ATK.		

PHOENIX STRIKE

TP Used: 31	Level: 69	A. ATR.: Fire
Description: Down the enemy in a blazing attack from above. Targets a single Enemy.		

GROUND SLAM

TP Used: 6	Level: 6	A. ATR.: N/A
Description: Throw an enemy that is down. (Weight: Feather)		

STONE CRUSH

TP Used: 10	Level: 17	A. ATR.: N/A
Description: Throw an enemy that is down. (Weight: Light)		

LANDSLIDE

TP Used: 13	Level: 25	A. ATR.: N/A
Description: Throw an enemy that is down. (Weight: Middle)		

AVALANCHE DROP

TP Used: 17	Level: 33	A. ATR.: N/A
Description: Throw an enemy that is down. (Weight: Heavy)		

RENDING EARTH

TP Used: 20	Level: 42	A. ATR.: N/A
Description: Throw an enemy that is down. (Weight: Massive)		

LORD OF CREATION

TP Used: 40	Level: 99	A. ATR.: N/A
Description: Throw any enemy that is down, regardless of weight.		

Arcane Eres

DRAGON STRIKE

TP Used: 39	Base: Phoenix Strike & Dragon Crush
A. ATR: Fire	Description: Rising strike and blazing drop to down the enemy.

DIVINE DRAGON

TP Used: 10	Base: Dragon Blast & Impact
A. ATR.: N/A	Description: Hit with all your might and launch the enemy up.

DEMON STRIKE

TP Used: 22	Base: Demon Fist & Twin Demon Fist
A. ATR.: N/A	Description: A massive shockwave cuts through the enemy.

DEMON BLAST

TP Used: 7	Base: Demon Fist & Impact
A. ATR.: N/A	Description: A concentrated strike that downs the enemy.

BEAST IMPACT

TP Used: 29	Base: Impact & Beast
A. ATR.: N/A	Description: Down the enemy with a massive hit and lion's fury.

SWALLOW STORM

TP Used: 18	Base: Swallow Dance & Talon Storm
A. ATR.: N/A	Description: A combination of Talon Storm & Swallow Dance.

IMPACT COIL

TP Used: 14	Base: Impact & Beast
A. ATR.: N/A	Description: Down the enemy with a massive hit and lion's fury.

SWALLOW STORM

TP Used: 18	Base: Swallow Dance & Talon Storm
A. ATR.: N/A	Description: A combination of Talon Storm & Swallow Dance.

DEMON SHADOW

TP Used: 6	Base: Demon Fist & Shadow Rush
A. ATR.: N/A	Description: A combination of Demon Fist & Shadow Rush.

WHIRLWIND BLAST

TP Used: 20	Base: Whirlwind Dash & Dragon Blast
A. ATR.: N/A	Description: A combination of Whirlwind Dash & Dragon Blast.

PHANTOM DRAGON DANCE

TP Used: 16	Base: Swallow Dance & Shadow Rush
A. ATR.: N/A	Description: A combination of Swallow Dance & Shadow Rush.

WHIRLWIND TALON BLAST

TP Used: 34	Base: Talon Blast & Whirlwind Dash
A. ATR.: N/A	Description: A combination of Whirlwind Dash & Talon Blast.

WYRM CRUSH

TP Used: 27	Base: Wyrm Rush & Dragon Crush
A. ATR.: N/A	Description: A combination of Dragon Crush & Wyrm Rush.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Senel's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Demon Fist	None	Basic Compound Eres
Impact	+ ATK Down	Lowers enemy ATK
Demon Blast	+ DEF Down	Lowers enemy DEF
Dragon Strike	+ Death	Causes Instant Death
Swallow Dance	+ Burning	Causes Burning
Demon Shadow	+ ACC Down	Lowers enemy ACC.
Whirlwind Talon Blast	+ Panic	Causes Panic
Whirlwind Dash	+ Paralysis	Causes Paralysis
Talon Blast	+ Poison	Causes Poison

OGRE DROP

TP Used: 40	Base: Ground Slam, Dragon Blast, & another eres
A. ATR.: N/A	Description: Pick up a Megant and slam it down. Enemy must be down.

SCALE ASSAULT

TP Used: 40	Base: Stone Crush, Coil, & another eres
A. ATR.: N/A	Description: Attack from inside of Hill Angler. Enemy must be down.

SANDMAN HURL

TP Used: 40	Base: Landslide, Coil, & another eres
A. ATR.: N/A	Description: Throw a Mimic Bed. Enemy must be down.

SERPENT STRANGLE

TP Used: 40	Base: Avalanche Drop, Talon Storm, & another eres
A. ATR: N/A	Description: Slam a Dragon into the ground. Enemy must be down.

OVERLORD SURGE

TP Used: 40	Base: Rending Earth, Dragon Crush, & another eres
A. ATR: N/A	Description: Attack from inside a Grand Gaet. Enemy must be down.

DEMOLITION

TP Used: 40	Base: Rending Earth, Wyrm Rush, & another eres
A. ATR: N/A	Description: Throw an Automaton. Enemy must be down.

WRITHING DEMON

TP Used: 40	Base: Ground Slam, Shadow Rush, & another eres
A. ATR: N/A	Description: Attack from inside a Dinowyrm. Enemy must be down.

DAG SURGE

TP Used: 40	Base: Avalanche Drop, Twin Demon Fist, & another eres
A. ATR: N/A	Description: Attack from inside a Sea Gaet. Enemy must be down.

NERIFES CRUSH

TP Used: 40	Base: Rending Earth, Beast, & another eres
A. ATR: N/A	Description: Throw the embodiment of the Raging Nerifes. Enemy must be down.

KILLING TIME

TP Used: 40	Base: Rending Earth, Phoenix Strike, & another eres
A. ATR: N/A	Description: Throw an evil god. Enemy must be down.

SENEL'S TITLES

TITLE	EFFECTS			CONDITION
Kind Brother	—	—	—	Default.
Cowardly Brother	+1 INT	—	—	First Cowardly Brother
Worthless Brother	+2 INT	—	—	First Worthless Brother
Dense Brother	+1 ACC	—	—	After unnoticing Chloe's feelings.
Still a Brother	+1 LCK	—	—	After Chloe's "Still a brother."
Sleepy Brother	+1 EVA	—	—	After being left by Shirley.
Despicable Brother	+3 INT	—	—	When attempting to look at Shirley's wish.
Flower Master	+3 LCK	—	—	Acquire Lei.
Puzzle Master	+4 INT	—	—	Don't give up in the MS puzzle booth.
True Puzzle Master	+5 INT	—	—	Don't give up in the CQ puzzle booth.
Forest Guru	+4 LCK	—	—	Don't give up in the Forest of No Return.
Palace Guru	+4 LCK	—	—	Don't give up in the Kingdom of Terises palace.
Face Anything				Defeat all enemies in the Chaotic Zones.
Duct Master				Open all Ducts.
Baker	+5 DEF	+5 ACC	—	Bake all breads at least once.
Bread Master	+5 ATK	+4 ACC	—	Acquired all recipes.
Fighter	+20 HP	—	—	Senel reaches level 20.
Overlord	+30 HP	—	—	Senel reaches level 40.
Emperor	+20 TP	—	—	Senel reaches level 60.
Battle God	+25 TP	—	—	Senel reaches level 80.
War God	+50 HP	+25 TP	—	Senel reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.

TITLE	EFFECTS			CONDITION
Daredevil	+3 ACC	+3 EVA	—	Senel is the controlled character. Start the battle conscious. Use 20+ regular attacks without using eres and win the battle without dying.
Sonic Fighter	+3 ATK	+3 ACC	—	Senel is the controlled character. Enemy attacks from behind and start the battle conscious. Finish the battle in short time without dying.
Half-Wit	+30 HP	+3 EVA	—	Senel is the controlled character with Norma in the battle party. Start the battle concious. Take a long time to win against a weak enemy without dying.
Indecisive	+3 EVA	—	—	Senel is the controlled character with Norma in the battle party. Start escaping and cancel it.
Boorish General	+2 ATK	—	—	Senel is the controlled character. Have over 10 commands from short cut and menu accepted in battle.
Commander	+3 ACC	—	—	Senel is the controlled character and give 4+ orders.
Lone General	+3 EVA	—	—	Senel is the controlled character. Give out an order when the rest of the battle party is dead.
Unreliable Brother	+30 HP	—	—	Healed by Shirley more than 5 times in battle.
Excited Brother	+3 ATK	—	—	Accept more than one command from Shirley during battle.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Senel is Popular	+15 TP	+3 DEF	—	Start the battle with Senel, Shirley, Chloe, and Grune.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members.
Berserk	+40 HP	+4 ATK	—	Senel defeats 5+ enemies in one battle.
Combo Conductor	+3 ATK	—	—	Senel is the controlled character. Defeat the last enemy in an enemy group with a Climax Combo.
Iron Master	+50 HP	+5 ATK	—	Senel masters all secret and super secret techniques.
True Fighter	+50 HP	—	—	1300 battles.
Fist of Lightning	+50 HP	+5 ATK	+5 ACC	Senel clears the advanced single matches in the battle arena.

WILL RAYNARD

Will is a crystal eren with a nice mixture of healing and attack eres that come in very handy throughout the first half of the game. His First Aid eres is inexpensive and a great way to heal up between battles. It can typically be used to heal the entire party without cutting too deep into Will's TP reserves. His Recover eres is equally valuable, since it's the only eres that can be used to remove negative status effects like Poison without consuming items. Thus it's usually best to use accessories to protect him from status effects so he can easily restore anyone that's negatively affected during battle.

Early on Will has a nice mixture of Fire, Lightning, and Ice eres. His true power comes into play when he obtains the Extension eres. Though the attack is slow, it automatically strikes at the enemy's weakness. There's also a small chance it may instantly annihilate lesser opponents.

Don't discount Will's status eres. His ability to boost and lower defenses can be a real boon in tough battles. It's best to leave these turned off and trigger them manually at the start of a fight. Otherwise, Will may waste time casting them when there's very little reason to do so.

WILL'S CRYSTAL ERES

LIGHTNING

TP Used: 7	Level: 1	A. ATR: Lightning
Eres Stones: N/A		
Description: Strike the enemy with a bolt of lightning.		

STONE BLAST

TP Used: 9	Level: 5	A. ATR: Earth
Eres Stones: Egg Bear (15), Peepit Chick (23)		
Description: Launch stones from below the enemy.		

FIRE BALL

TP Used: 12	Level: 8	A. ATR: Fire
Eres Stones: Lizardman (69), Peepit (61)		
Description: Unleash fireballs on the enemy.		

ICE ARROWS

TP Used: 17	Level: 14	A. ATR: Ice
Eres Stones: Ere (183), Element (114)		
Description: Pierce the enemy with multiple needles of ice.		

SPREAD

TP Used: 25	Level: 23	A. ATR: 25
Eres Stones: Lizardman (428), Gelures Sword (117)		
Description: Drop pillars of water from above.		

FREEZE LANCER

TP Used: 28	Level: 26	A. ATR: Ice
Eres Stones: Megant (523), Phynx (226)		
Description: Unleash spears of ice on the enemy.		

FLAME BLADE

TP Used: 31	Level: 29	A. ATR: Fire
Eres Stones: Egg Bear (435), Gelures Shield (134)		
Description: Slash the enemy with a sword of fire.		

THUNDER BLADE

TP Used: 33	Level: 32	A. ATR: Lightning
Eres Stones: Galf (672), Diva (150)		
Description: Slash the enemy with a sword of lightning.		

INDIGNATION
TP Used: 36 | Level: 35 | A. ATR: Lightning
Eres Stones: Mimic Bed (265), Eggtopus (445)
Description: Call down powerful lightning from the sky.

EXTENSION
TP Used: 60 | Level: 62 | A. ATR: N/A
Eres Stones: Base Turtle (1461), Mandrake (850)
Description: Obliterate an enemy with its weak element.

CURE
TP Used: 39 | Level: 38 | A. ATR: N/A
Eres Stones: Egg Bear (499), Dragon (245)
Description: Heal an ally completely.

ICICLE VOLT
TP Used: 42 | Level: 41 | A. ATR: Ice
Eres Stones: Phynx (899), Dragon (400)
Description: Freeze the enemy and call down lightning.

SHOOTING STARS
TP Used: 64 | Level: 66 | A. ATR: Ice
Eres Stones: Golf (929), Lizardman (1128)
Description: Rain stars down on the enemy.

SHIELD
TP Used: 23 | Level: 20 | A. ATR: N/A
Eres Stones: Lizardman (212), Hopper (49)
Description: Temporarily raise an ally's DEF.

ERUPTION
TP Used: 50 | Level: 50 | A. ATR: Fire
Eres Stones: Automaton (239), Hill Angler (1375)
Description: Call up red-hot lava from beneath the earth.

BIG BANG
TP Used: 68 | Level: 70 | A. ATR: Fire
Eres Stones: Megant (2205), Grand Gaet (1097)
Description: Call forth the biggest explosion of all time.

ANTISHIELD
TP Used: 15 | Level: 11 | A. ATR: N/A
Eres Stones: Egg Bear Cub (46), Eggtopus (188)
Description: Temporarily decrease an enemy's DEF.

FINAL EMBRACE
TP Used: 53 | Level: 54 | A. ATR: Ice
Eres Stones: Hopper (800), Mimic Bed (868)
Description: Bury the enemy in a coffin made of ice.

FIRST AID
TP Used: 7 | Level: 1 | A. ATR: N/A
Eres Stones: N/A
Description: Heal an ally.

SHELTER
TP Used: 47 | Level: 47 | A. ATR: N/A
Eres Stones: Golf (672), Hill Angler (800)
Description: Temporarily raise all allies' DEF.

BLACK HOLE
TP Used: 57 | Level: 58 | A. ATR: Curse
Eres Stones: Diva (1133), Hopper (1053)
Description: Call forth a darkness that devours even light.

RECOVER
TP Used: 20 | Level: 17 | A. ATR: N/A
Eres Stones: Peepit Chick (169), Eryngi (193)
Description: Heal an ally's Status Effect.

ANTISHELTER
TP Used: 44 | Level: 44 | A. ATR: N/A
Eres Stones: Zephyr (700), Mini-Automaton (600)
Description: Temporarily decrease all enemies' DEF.

WILL'S TITLES

TITLE	EFFECTS			CONDITION
Old Naturalist	—	—	—	Default.
Old Hot-Head	+1 ATK	—	—	The punch after Norma appears.
Old Maniac	+1 INT	—	—	After defeating the evil demon.
Old Fighter	+1 ACC	—	—	After finding out about the daughter.
Old Fogey	+2 ACC	—	—	After not allowing Senel to join the war.
Heihachi	+2 ATK	—	—	After the CQ 1 punch.
Old Professor	+1 LCK	—	—	After the 1st flash back of Amelia.
Old Flower Man	+2 INT	—	—	After Will's character quest.
Custodian	+3 INT	—	—	Acquire Deck Brush.
Rare Monster	+5 DEF	+5 INT	—	Find all rare items.
Researcher	+15 TP	—	—	Will reaches level 20.
Scholar	+20 TP	—	—	Will reaches level 40.
Pundit	+30 HP	—	—	Will reaches level 60.
Sage	+40 HP	—	—	Will reaches level 80.

TITLE	EFFECTS			CONDITION
Grand Sage	+50 HP	+25 TP	—	Will reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
No More Pens	+4 ATK	—	—	Will is the controlled character. Start the battle conscious. Use at least one regular attack without using eres and win the battle without dying.
The Spice of Life	+5 INT	+3 ACC	—	Will must use all seven elemental eres in one battle and win without dying.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Will is conscious.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring that Will inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Will learns all eres.
Brainy Champ	+25 TP	+5 DEF	+5 INT	Will clears the advanced single matches in the battle arena.

CHLOE VALENS

Chloe is the second most reliable fighter. Her skills are similar to those of Senel. She's adept at creating combos and damaging enemies with strong defenses. Her HP is a little low, so watch her carefully in tough battles.

Her greatest strength are her multiple hit attacks like Sword Rain, Sword Rain: Alpha, and Sword Rain: Omega. These attacks strike the opponent repeatedly and can be used to pin enemies down, stun them, or even to prevent a crystal eren from casting.

Some attacks like Sword Rain: Omega can also break through an opponent's guard. This is most useful when facing defensive minded creatures like Base Turtles and bosses. It also allows Chloe to crack open a tough boss, so Senel can follow up and cause serious damage.

Chloe's compound eres are a little trickier to use than most. They're counterattacks, so she takes a defensive position when the eres is triggered. She remains in the guard position for a few seconds. If attacked, she immediately counterattacks causing significant damage. These attacks are best used when Chloe is the lead character with three crystal erens backing her up. Otherwise, they tend to waste TP, since the other characters are hopefully keeping the opponent busy.

CHLOE'S IRON ERES

Base Eres

DEMON FANG

TP Used: 5	Level: 1	A. ATR: N/A

Description: Unleash a powerful shockwave along the ground.

TWIN DEMON FANG

TP Used: 27	Level: 58	A. ATR: N/A

Description: Unleash multiple shockwaves along the ground.

SWORD RAIN

TP Used: 5	Level: 1	A. ATR: N/A

Description: Attack the enemy with rapid thrusts.

SWORD RAIN: ALPHA

TP Used: 21	Level: 44	A. ATR: N/A

Description: Rapid thrusts blow the enemy away.

GAMBIT

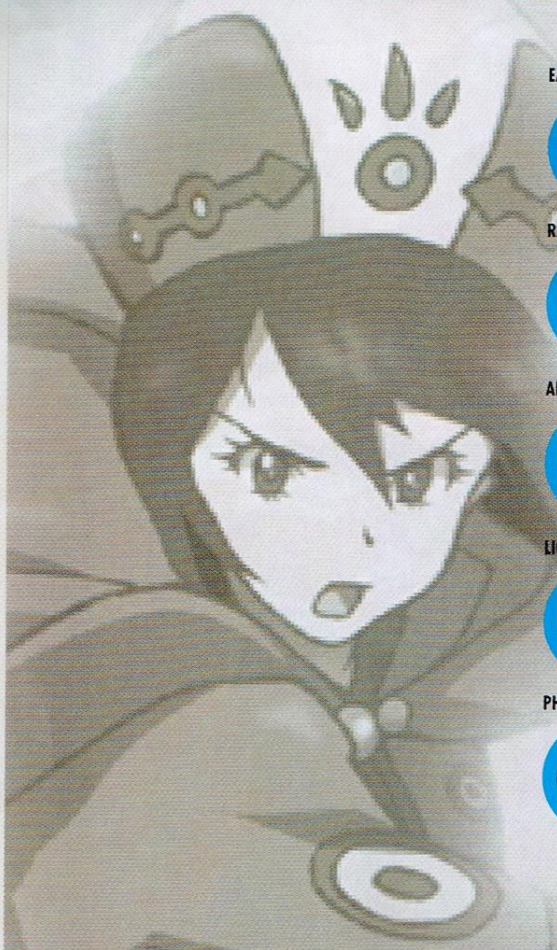
TP Used: 19	Level: 40	A. ATR: N/A

Description: Skewer the enemy and pull it in close.

TIGER BLADE

TP Used: 7	Level: 8	A. ATR: N/A

Description: Slash the enemy into the air, then knock it down.



EAGLE RISING

TP Used: 11	Level: 20	A. ATR: N/A
Description: Rush in and slash the enemy up.		

RAM STRIKE

TP Used: 13	Level: 24	A. ATR: N/A
Description: Rush in and blow the enemy down.		

ALPHA TEMPEST

TP Used: 10	Level: 16	A. ATR: N/A
Description: Rapid kicks while balancing on the sword.		

LIGHTNING TIGER BLADE

TP Used: 31	Level: 68	A. ATR: Lightning
Description: Call forth lightning and slash the enemy.		

PHANTOM BLADE

TP Used: 16	Level: 32	A. ATR: N/A
Description: Slash the enemy in a brutal pirouette.		

SHINING GALE

TP Used: 8	Level: 12	A. ATR: N/A
Description: Dash toward and run the enemy through.		

SHINING STORM

TP Used: 23	Level: 48	A. ATR: N/A
Description: A quick thrust leads into multiple slashes.		

NEW MOON BLADE

TP Used: 15	Level: 28	A. ATR: N/A
Description: A thrust that cuts deep into the enemy's body.		

FOCUS

TP Used: 18	Level: 36	A. ATR: N/A
Description: Temporarily raise ACC.		

Arcane Eres

DEMON FANG FURY

TP Used: 34	Base: Twin Demon Fang & Demon Fang
A. ATR: N/A	Description: Unleash a more powerful shockwave.

NEW MOON LIGHTNING

TP Used: 39	Base: Lightning Tiger Blade & New Moon Blade
A. ATR: Lightning	Description: Down the enemy with a thrust of lightning.

DEMON FANG BLAST

TP Used: 17	Base: Ram Strike & Demon Fang
A. ATR: N/A	Description: Down the enemy by rushing in and cutting hard.

SWORD RAIN: OMEGA

TP Used: 27	Base: Sword Rain: Alpha & Sword Rain
A. ATR: N/A	Description: A combination of Sword Rain & Sword Rain: Alpha.

NEW MOON RISING

TP Used: 19	Base: Eagle Rising & New Moon Blade
A. ATR: N/A	Description: A combination of New Moon Blade & Eagle Rising.

SWORD RAIN DEMON

TP Used: 6	Base: Sword Rain & Demon Fang
A. ATR: N/A	Description: A combination of Sword Rain & Demon Fang.

SWORD RAIN TIGER

TP Used: 9	Base: Sword Rain & Tiger Blade
A. ATR: N/A	Description: A combination of Sword Rain & Tiger Blade.

SWORD RAIN PHANTOM

TP Used: 21	Base: Sword Rain & Phantom Blade
A. ATR: N/A	Description: A combination of Sword Rain & Phantom Blade.

TEMPEST GAMBIT

TP Used: 25	Base: Gambit & Alpha Tempest
A. ATR: N/A	Description: A combination of Gambit & Alpha Tempest.

TIGER TEMPEST

TP Used: 13	Base: Alpha Tempest & Tiger Blade
A. ATR: N/A	Description: A combination of Tiger Blade & Alpha Tempest.

SHINING STORM RISING

TP Used: 29	Base: Shining Storm & Eagle Rising
A. ATR: N/A	Description: A combination of Eagle Rising & Shining Storm.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Chloe's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Demon Fang	N/A	N/A
Twin Demon Fang	+ DEF Down	Lowers enemy DEF
Lightning Tiger Blade	+ Freezing	Causes Freezing
Demon Fang Fury	+ Bind	Causes Bind
New Moon Lightning	+ Panic	Causes Panic
Demon Fang Blast	+ ATK Down	Lowers enemy ATK
Tempest Gambit	+ ACC Down	Lowers enemy ACC

COLD BLOOD RUSH

TP Used: 40	Base: Shining Gale, Sword Rain, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Lizardmen.

SHADOW STEEL

TP Used: 40	Base: Phantom Blade, New Moon Blade, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Gelures Swords.

URSA RAGE

TP Used: 40	Base: Alpha Tempest, Tiger Blade, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Egg Bears.

CARAPACE GAMBIT

TP Used: 40	Base: Gambit, Focus, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Base Turtles.

WOLF RISING

TP Used: 40	Base: Ram Strike, Eagle Rising, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Galfs.

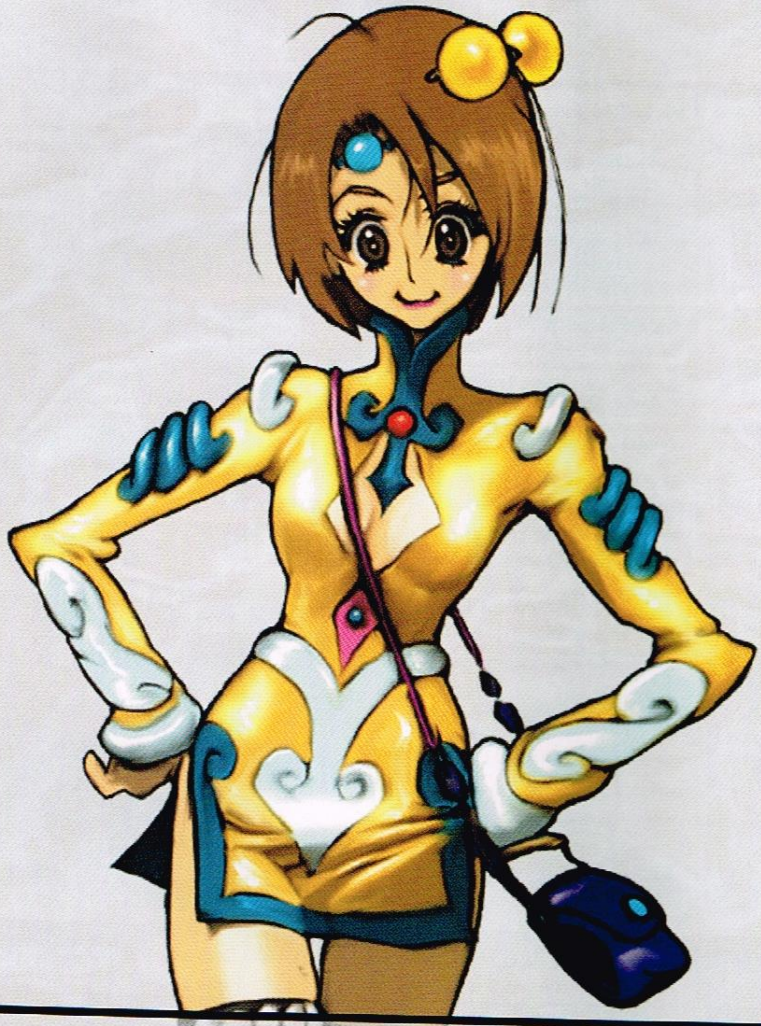
PRIMA DONNA

TP Used: 40	Base: Shining Storm, Sword Rain: Alpha, & another eres
A. ATR: N/A	Description: Focus and counter the enemy's attack. Best against Divas.

CHLOE'S TITLES

TITLE	EFFECTS			CONDITION
Girl Knight	—	—	—	Default.
Cranky Knight	+1 ATK	—	—	Before Shirley recovery operation.
Sinking Knight	+1 EVA	—	—	After finding out she can't swim.
Mooching Knight	+10 HP	—	—	After decision to stay in hospital.
Romance Knight	+2 EVA	—	—	After failure of operation: love attack.
Nervous Knight	+5 TP	—	—	After failure to tell Senel her feelings.
Sister Knight	+1 ACC	—	—	After Elza says she prefers Chloe.
Out All Knight	+1 LCK	—	—	After Chloe's character quest.
Dreaming Girl	+2 LCK	—	—	After listening to the lovers in the heart-shaped house.
Punch Line	+3 ACC	—	—	Acquire Paper Fan.
Masked One	+3 DEF	+3 INT	—	Acquire Skeleton Mask.
Lesser Knight	+20 HP	—	—	Chloe reaches level 20.
Greater Knight	+30 HP	—	—	Chloe reaches level 40.
Royal Guard	+20 TP	—	—	Chloe reaches level 60.
Paladin	+25 TP	—	—	Chloe reaches level 80.

TITLE	EFFECTS			CONDITION
Knight of Legend	+50 HP	+25 TP	—	Chloe reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Extravagant Finish	+15 TP	+3 ATK	—	Chloe is the controlled character. Defeat the last enemy with a Climax Combo ensuring that Chloe inflicts the final attack.
Rain Down	+4 ACC	—	—	Chloe breaks the enemy's guard (guard break) 5+ times.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Chloe must be conscious.
Berserk	+40 HP	+4 ATK	—	Chloe defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring that Chloe inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Chloe masters all eres.
Soul Edge	+50 HP	+5 ATK	+5 ACC	Chloe clears the advanced single matches in the battle arena.



NORMA BEATTY

Norma is a treasure hunter and crystal eren with a knack for getting herself, and her friends, into trouble. She has the unique ability to Resurrect fallen allies and an always useful Revive that heals the entire party at once.

Norma is almost always the primary healer in battle due to her group heal. It isn't the most powerful healing eres, but the ability to heal everyone simultaneously is critical in most boss fights. Her Resurrect is also essential. She's the only character able to revive a fallen comrade without the use of items. This is even more useful in the Arena where items aren't allowed.

Her Earth eres are valuable early in the game, since Rolling Stone is the perfect combo with Senel's throws and Earth eres are somewhat rare. Later in the game it's best to shut her attack eres off except in special situations. Let her focus on healing and resurrecting fallen allies while Grune, Will, or Shirley attacks.

NORMA'S CRYSTAL ERES

FIRE WALL

TP Used: 12 | Level: 5 | A. ATR: Fire

Eres Stones: Galf (30), Eggtopus (50)

Description: Call forth a wall of fire below the enemy.

GRAVE

TP Used: 9 | Level: 1 | A. ATR: Earth

Eres Stones: N/A

Description: Call forth stone from below the enemy.

ICE WALL

TP Used: 15 | Level: 11 | A. ATR: Ice

Eres Stones: Egg Bear (90), Eryngi (63)

Description: Call forth ice from below the enemy.

THUNDER ARROW

TP Used: 23 | Level: 20 | A. ATR: Lightning

Eres Stones: Megant (254), Dandarantula (34)

Description: Bolts of lightning course through the enemies.

FIRE STORM

TP Used: 31 | Level: 29 | A. ATR: Fire

Eres Stones: Galf (672), Base Turtle (121)

Description: Create a whirlwind of flames.

DARK FORCE

TP Used: 37 | Level: 35 | A. ATR: Curse

Eres Stones: Phynx (596), Hopperfly (91)

Description: Call forth darkness to launch th e enemy up.

ROLLING STONE

TP Used: 42 | Level: 41 | A. ATR: Earth

Eres Stones: Gelures Shield (343), Diva (516)

Description: Crush the enemy with a huge boulder.

BLIZZARD

TP Used: 45 | Level: 44 | A. ATR: Ice

Eres Stones: Base Turtle (1138), Mandrake (349)

Description: A powerful blizzard assaults the enemies.

RAY

TP Used: 50 | Level: 50 | A. ATR: Sea

Eres Stones: Lizardman (862), Mandrake (530)

Description: Emit countless beams of light.

GROUND DASHER

TP Used: 54 | Level: 54 | A. ATR: Earth

Eres Stones: Zephyr (1000), Element (743)

Description: Unleash the destructive force of earth.

BLACK HOLE

TP Used: 57 | Level: 58 | A. ATR: Curse

Eres Stones: Eryngi (580), Peepit (677)

Description: Call forth a darkness that devours even light.

TRACTOR BEAM

TP Used: 61 | Level: 62 | A. ATR: N/A

Eres Stones: Hill Angler (765), Gald Shark (565)

Description: Launch an enemy into the air and drop it down.

ANCIENT NOVA

TP Used: 64 | Level: 66 | A. ATR: Fire

Eres Stones: Eryngi (601), Mandrake (1014)

Description: Incinerate the enemy with primordial fire.

METEOR STORM

TP Used: 68 | Level: 70 | A. ATR: Fire

Eres Stones: Eryngi (1048), Dragon (1618)

Description: Call down meteors from the starry heavens.

RESURRECTION

TP Used: 34 | Level: 32 | A. ATR: N/A

Eres Stones: Dandarantula (143), Eggtopus (332)

Description: Resurrect a fallen ally.

REVIVE

TP Used: 28 | Level: 26 | A. ATR: N/A

Eres Stones: Lizardman (418), Gelures Sword (37)

Description: Heal all allies.

TAUNT

TP Used: 18 | Level: 14 | A. ATR: N/A

Eres Stones: Egg Bear (130), Eggtopus (218)

Description: Temporarily lower an enemy's ATK.

RALLY

TP Used: 20 | Level: 17 | A. ATR: N/A

Eres Stones: Base Turtle (94), Eggtopus (304)

Description: Temporarily raise an ally's ATK.

SILENCE

TP Used: 26 | Level: 23 | A. ATR: N/A

Eres Stones: Ere (447), Peepit (101)

Description: Seal an enemy's Eres.

CHEERLEADER TAUNT

TP Used: 39 | Level: 38 | A. ATR: N/A

Eres Stones: Hopper (312), Element (477)

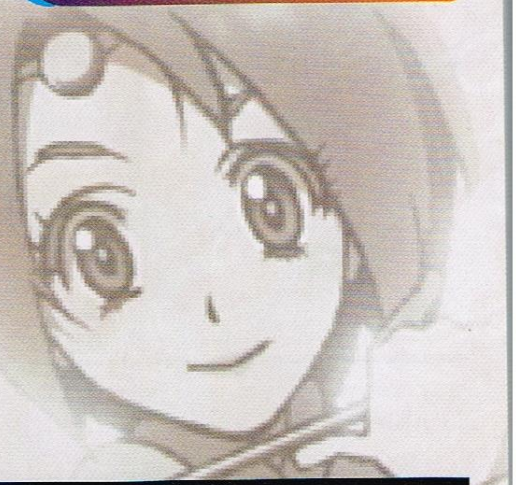
Description: Temporarily lower all enemies' ATK.

CHEERLEADER RALLY

TP Used: 47 | Level: 47 | A. ATR: N/A

Eres Stones: Megant (1607), Lizardman (860)

Description: Temporarily raise all allies' ATK.



NORMA'S TITLES

TITLE	EFFECTS			CONDITION
Treasure Chick	—	—	—	Default.
Bubbles	+1 DEF	—	—	After bubble girl.
Out Cold Chick	+1 INT	—	—	After sleeping event.
Laughing Chick	+5 TP	—	—	After Laugh Brigade.
Warning Chick	+1 ACC	—	—	After deciding Nerifes' name.
Pure White Chick	+2 INT	—	—	After seeing Sven.
Teacher's Pet Chick	+1 LCK	—	—	After using the Everlight.
Mimic Chick	+1 ATK	—	—	After mimicking.
Love Hunter	+3 ACC	—	—	Acquire Love Love Straw.
Scan Master	+25 TP	+5 LCK	—	Find all hidden items with the Sorcerer's Scanner.
Absent Chick	+3 LCK	—	—	Acquire Middy Blouse.
Top Gold Digger	+20 TP	+2 LCK	—	Open all treasure boxes.
Collector's Soul	+5 INT	+4 ACC	—	Complete the Collector's Book.
Loaded	+50 HP	+5 LCK	—	Maximum gald (9,999,999).
Chatterbox	+25 TP	—	—	Watched all conversation skits.
Pretty Chick	+15 TP	—	—	Norma reaches level 20.
Noisy Chick	+20 TP	—	—	Norma reaches level 40.
Beautiful Chick	+30 HP	—	—	Norma reaches level 60.

TITLE	EFFECTS			CONDITION
Wonderful Chick	+40 HP	—	—	Norma reaches level 80.
Eternal Chick	+50 HP	+25 TP	—	Norma reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Narrow View	+3 ATK	—	—	Norma has at least 2 different elemental eres and only uses one technique in battle.
Indulgent	+4 DEF	+4 INT	—	Norma is the leader and launches 2+ Climax Combo in one battle.
Sky is Blue	+3 EVA	—	—	Norma is KO'd 3+ times in battle.
Wow	+25 TP	+5 INT	—	Get 3+ stone eres (same enemy is OK) in one battle.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Norma must be conscious.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring that Norma inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Norma masters all eres.
Bubble Master	+25 TP	+5 DEF	+5 INT	Norma clears the advanced single matches in the battle arena.

MOSES SANDOR

Moses is a rough and tumble bandit. His best friend Giet, a Galf, is always by his side. Moses is unlike the other iron erens. He attacks with a spear, which allows him to stay back where it's safest. The tradeoff is that his accuracy isn't the best especially when facing short opponents like Eggtopus and Peepit Chicks.

Though Moses can be a powerful ally, he's not someone that's fit for every battle. He excels against tall or large opponents like Dragons, Megants, and Hill Anglers. He also fares well against flying creatures like Phynx and Gald Sharks. Just keep him out of the battle party whenever short creatures are common, or he won't be much help.

Perhaps Moses' greatest strength is his arcane and compound eres. They're similar to crystal eres in that they directly attack the enemy without Moses approaching the target. This allows him to overcome his targeting issues, but forces him to chew through his TP at a frightening pace. Still it makes him a valuable ally when facing creatures with FOEs or Dandarantulas that can grab onto anyone standing near them.

MOSES' IRON ERES

Base Eres

LONE WOLF

TP Used: 9 | Level: 1 | A. ATR: N/A

Description: Throw a spear with the spirit of a wolf.

WOLF PACK

TP Used: 17 | Level: 34 | A. ATR: N/A

Description: Throw numerous spears.

EAGLE SHOT

TP Used: 11 | Level: 19 | A. ATR: N/A

Description: Throw a massive spear from above.

WILD RAIN

TP Used: 21 | Level: 44 | A. ATR: N/A

Description: Spears rain down on the enemy.

ROGUE HUNT

TP Used: 25 | Level: 54 | A. ATR: N/A

Description: Down the enemy with a straight shot.

WOLF STORM

TP Used: 19 | Level: 39 | A. ATR: N/A

Description: Multiple spears home in on the enemy.

OUTCAST

TP Used: 15 | Level: 29 | A. ATR: N/A

Description: Immobilize the enemy with a spear.

SAVAGE STRIKE

TP Used: 13 | Level: 24 | A. ATR: N/A

Description: A spear shoots from below and launches the enemy up.

LION CANNON

TP Used: 29 | Level: 63 | A. ATR: N/A

Description: Down the enemy with a giant spear from above.

Arcane Eres

RABID WOLF

TP Used: 14	Base: Lion Cannon & Lone Wolf
A. ATR: N/A	Description: A barrage of spears like a pack of wolves.

LION RAIN

TP Used: 17	Base: Wild Rain & Wolf Pack
A. ATR: N/A	Description: Throw spears up and watch them rain down.

SAVAGE WOLF

TP Used: 22	Base: Lone Wolf & Savage Strike
A. ATR: N/A	Description: Down the enemy with the spirit of a wolf.

OUTLAW

TP Used: 24	Base: Outcast & Wolf Pack
A. ATR: N/A	Description: Take out the enemy with a vicious barrage.

LONE EAGLE

TP Used: 27	Base: Lone Wolf & Eagle Shot
A. ATR: N/A	Description: Throw a powerful spear from above.

SAVAGE WOLF STORM

TP Used: 29	Base: Wolf Storm & Savage Strike
A. ATR: N/A	Description: A combination of Savage Strike & Wolf Storm.

OUTCAST HUNT

TP Used: 36	Base: Rogue Hunt & Outcast
A. ATR: N/A	Description: Stop the enemy and down it with a mid-air attack.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Moses' compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks.

THIRD ERES	SUFFIX	ADDED EFFECT
Rabid Wolf	+ INT Down	Lowers enemy INT.
Lion Rain	N/A	N/A
Savage Wolf	+ CST Down	Lowers enemy CST
Outlaw	+ ACC Down	Lowers enemy ACC
Lone Eagle	+ Sealed Eres	Seals enemy's Eres.
Savage Wolf Storm	+ INT Down	Lowers enemy INT.

WITCH DRAGON

TP Used: 40	Base: Lone Wolf, Eagle Shot, & another eres
A. ATR: N/A	Description: The spirit of a dragon erupts from below. Best against Ere.

BIRD OF PREY

TP Used: 40	Base: Outcast, Eagle Shot, & another eres
A. ATR: N/A	Description: The spirit of a falcon erupts from below. Best against Peepits.

ROTTING TIGER

TP Used: 40	Base: Savage Strike, Wolf Pack, & another eres
A. ATR: N/A	Description: The spirit of a tiger erupts from below. Best against Eryngi.

ELEMENTAL STORM

TP Used: 40	Base: Wolf Storm, Wolf Pack, & another eres
A. ATR: N/A	Description: The spirit of a lion erupts from below. Best against Elements.

PHOENIX SCRAMBLE

TP Used: 40	Base: Rogue Hunt, Wild Rain, & another eres
A. ATR: N/A	Description: The spirit of a phoenix erupts from below. Best against Eggtopi.

GRYPHON SHOT

TP Used: 40	Base: Rogue Hunt, Lion Cannon, & another eres
A. ATR: N/A	Description: The spirits of wyrms erupt from below. Best against Phynxes.

MOSES' TITLES

TITLE	EFFECTS			CONDITION
Beast Tamer Man	—	—	—	Default.
Punching Bag Man	+1 EVA	—	—	After getting his butt kicked.
Family Man	+1 DEF	—	—	After the night before battle with Moses.
Smelly Man	+1 ACC	—	—	After conversation.
Instinct Man	+1 ATK	—	—	After showing true form towards Grune.
Best Man	+2 EVA	—	—	After Moses' character quest.
Wild Man	+10 HP	—	—	After being told he is wild.
Warmhearted Man	+1 ACC	—	—	After calling Jay "brother."
Pirate	+40 HP	+3 INT	—	Acquire Aifread's Hat.
Great Eater				Eat bread 5 times in a row on the world map.
Boss	+20 HP	—	—	Moses reaches level 20.
Mischievous Boss	+30 HP	—	—	Moses reaches level 40.
My Way Boss	+20 TP	—	—	Moses reaches level 60.
Boss of the Legacy	+25 TP	—	—	Moses reaches level 80.
Boss of the Universe	+50 HP	+25 TP	—	Moses reaches level 100.

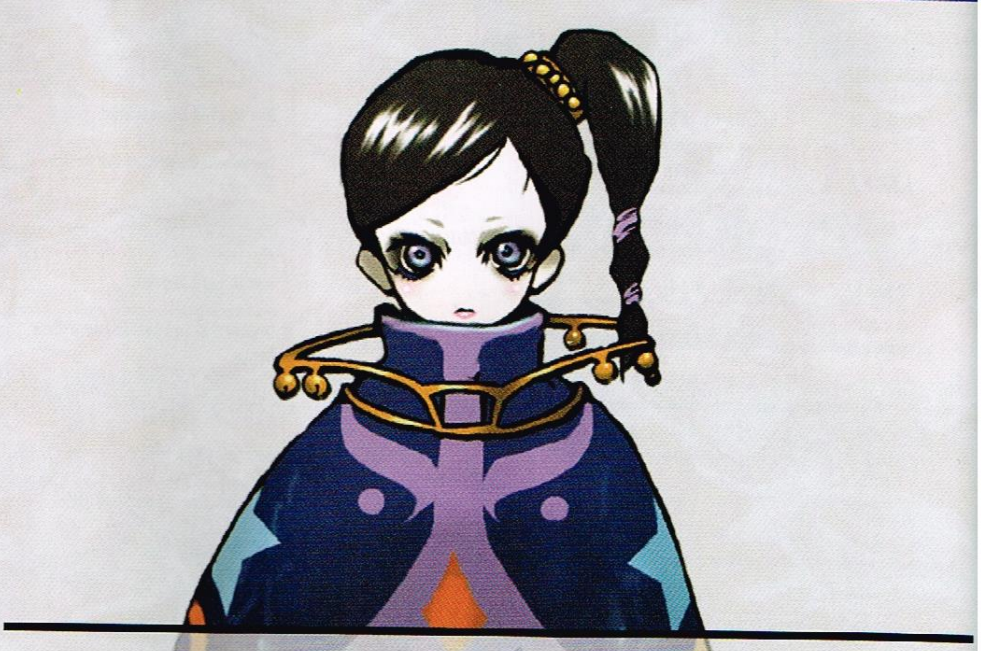
TITLE	EFFECTS			CONDITION
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Bull's-Eye	+3 ATK	+3 ACC	—	Moses is the only one heading towards the enemy.
Never Say Never	+30 HP	+3 ATK	—	Start the battle with Moses concious and ensure he is KO'd 5+ times before the end of the battle.
Insult to Injury	+15 TP	+3 DEF	—	Moses gets status effects 5+ times in one battle.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Moses must be consious.
Berserk	+40 HP	+4 ATK	—	Moses defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo and ensure that Moses inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Moses masters all eres.
Brawl Master	+50 HP	+5 ATK	+5 ACC	Moses clears the advanced single matches in the battle arena.

JAY

Jay is a mysterious youth with a dark streak. He's adept at gathering information, but only for a price. He's the speedster of the group. His attacks are quick and deadly, but his armor isn't as strong as Senel or Chloe's.

Speed is Jay's greatest advantage. You can't hit what you can't catch. Though his armor is limited he can often evade enemies to avoid damage. Always pay close attention to him in difficult battles and make up for his armor deficiencies with accessories that reduce physical damage.

Jay's attacks are a little different from the other iron erens. Most of them have an elemental attribute of some sort, which makes him useful when the opponent has a specific weakness. His compound eres can also lower an opponent's resistances, which makes him valuable when grouped with Grune and the other crystal erens.



JAY'S IRON ERES

Base Eres

DAGGER

TP Used: 13 | Level: 1 | A. ATR: N/A

Description: Throw an exploding dagger.

FALCON

TP Used: 25 | Level: 53 | A. ATR: N/A

Description: Throw an exploding dagger from mid-air.

GHOST BLADE

TP Used: 15 | Level: 30 | A. ATR: N/A

Description: Temporarily raise speed.

SILENT REAPER

TP Used: 17 | Level: 33 | A. ATR: Curse

Description: Cut through the enemy without a sound.

CROW BLADE

TP Used: 26 | Level: 57 | A. ATR: N/A

Description: Jump up and stomp on the enemy's head.

SPARROW HAWK

TP Used: 30 | Level: 67 | A. ATR: N/A

Description: Unleash a handstand windmill kick.

DARK CLOUD

TP Used: 21 | Level: 45 | A. ATR: N/A

Description: Down the enemy with a quick slide and a final hit.

PYRE

TP Used: 13 | Level: 24 | A. ATR: Fire

Description: Cause an explosion under the enemy.

MERCILESS THUNDER

TP Used: 19 | Level: 39 | A. ATR: Lightning

Description: Call up lightning under the enemy.

ICE STORM

TP Used: 14 | Level: 27 | A. ATR: Ice

Description: Call up ice under the enemy.

BRUTAL EARTH

TP Used: 18 | Level: 36 | A. ATR: Earth

Description: Call up stone under the enemy.

ILL WIND

TP Used: 23 | Level: 49 | A. ATR: N/A

Description: Blades of wind slice the enemy.

SHADOW BLADE

TP Used: 20 | Level: 42 | A. ATR: Curse

Description: Create a shadow that stops the enemy.

Arcane Eres

WRAITH EARTH

TP Used: 17	Base: Brutal Earth & Ghost Blade
A. ATR: Earth	Description: Call up powerful stones from under the enemy.

WRAITH ICE

TP Used: 20	Base: Ghost Blade & Ice Storm
A. ATR: Ice	Description: Call up powerful ice from under the enemy.

HAWK TALON

TP Used: 21	Base: Sparrow Hawk & Dagger
A. ATR: N/A	Description: A combination of Sparrow Hawk & Dagger.

FLAME DAGGER

TP Used: 23	Base: Dagger & Pyre
A. ATR: Fire	Description: A combination of Pyre & Dagger.

SILENT PYRE

TP Used: 24	Base: Silent Reaper & Pyre
A. ATR: Fire	Description: A combination of Silent Reaper & Pyre.

SILENT LIGHTNING

TP Used: 26	Base: Merciless Thunder & Silent Reaper
A. ATR: Lightning	Description: A combination of Silent Reaper & Merciless Thunder.

SHADOW REAPER

TP Used: 29	Base: Shadow Blade & Silent Reaper
A. ATR: Curse	Description: A combination of Shadow Blade & Silent Reaper.

DARK WIND

TP Used: 38	Base: Ill Wind & Dark Cloud
A. ATR: N/A	Description: A combination of Dark Cloud & Ill Wind.

COMPOUND ERES

COMPOUND ERES VARIATIONS

Each of Jay's compound eres can be changed slightly by replacing the third eres with different base and arcane iron eres. The added effect is generally the same with each compound eres, but may not alter certain attacks. The list below is a partial list, which covers all of the possible suffixes. Mix in other eres to see what happens.

THIRD ERES	SUFFIX	ADDED EFFECT
Dark Wind	N/A	N/A
Silent Pyre	+ Curse Down	Lowers resistance to Curse
Wraith Earth	+ Earth Down	Lowers resistance to Earth
Hawk Talon	+ Fire Down	Lowers resistance to Fire
Falcon	+ Ice Down	Lowers resistance to Ice
Sparrow Hawk	+ Sea Down	Lowers resistance to Sea

FALLEN IDOL

TP Used: 40	Base: Dagger, Ice Storm, & another eres
A. ATR: N/A	Description: Destroy the enemy with one hit after another. Best against Humans.

BRIMSTONE PLAGUE

TP Used: 40	Base: Ghost Blade, Pyre, & another eres
A. ATR: N/A	Description: Call forth mystical energy. Best against Hoppers & Hopperflies.

TRAGIC GALE

TP Used: 40	Base: Ghost Blade, Silent Reaper, & another eres
A. ATR: N/A	Description: Slice the enemy with blinding speed. Best against Zephyrs.

ARACHNE SHOT

TP Used: 40	Base: Dagger, Brutal Earth, & another eres
A. ATR: N/A	Description: Launch the enemy up and kick it down. Best against Dandarantulas.

SHIELD BLAST

TP Used: 40	Base: Dark Cloud, Shadow Blade, & another eres
A. ATR: N/A	Description: Toy with the enemy, then blow it up. Best against Gelures Shields.

DEMON SEAL

TP Used: 40	Base: Crow Blade, Ill Wind, & another eres
A. ATR: N/A	Description: Stop the enemy and rain daggers down. Best against Fiends.

JAY'S TITLES

TITLE	EFFECTS			CONDITION
Jay the Unseen	—	—	—	Default.
Jay the Taunting	+1 ACC	—	—	After taunting Kashel.
Jay the Spineless	+1 DEF	—	—	After being called spineless.
Jay the Brat	+1 INT	—	—	After realizing who the Nerifes is.
Jay the Angry	+1 ATK	—	—	After yelling at Senel.
Jay the Rebel	+1 EVA	—	—	After being called a rebel.
Jay the Youngest	+1 LCK	—	—	After talking about being the youngest.
Jay the Cry Baby	+2 ATK	—	—	After Jay cries.
Home Cooking	+4 EVA	+3 LCK	—	Get the recipe for Meat Stew Bread Bowl from Carmela.
Starting Up Boy	+30 HP	—	—	Jay reaches level 40.
Swift Boy	+20 TP	—	—	Jay reaches level 60.
Sonic Boy	+25 TP	—	—	Jay reaches level 80.
Light Boy	+50 HP	+25 TP	—	Jay reaches level 100.

TITLE	EFFECTS			CONDITION
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Picky	+4 DEF	—	—	Jay uses one technique 10+ times in battle and wihout using any other technique.
Testosterone	+30 HP	+3 ATK	—	Start the battle with 4 male party members.
Berserker	+30 HP	+5 ATK	—	Start the battle with all iron eres members. Jay must be concious.
Berserk	+40 HP	+4 ATK	—	Jay defeats 5+ enemies in one battle.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy party with a Climax Combo and ensure that Jay inflicts the final attack.
Iron Master	+50 HP	+5 ATK	—	Jay masters all eres.
Jay the Assassin	+50 HP	+5 ATK	+5 ACC	Jay clears the advanced single matches in the battle arena.

GRUNE

Grune is a beautiful but mysterious woman with no memory of her past. She's the cannon of the crystal erens. She relies purely on her ability to cause damage and lacks healing eres and status attacks. Her presence is most useful when facing enemies with specific elemental weaknesses or strong physical defenses.

She partners well with Norma late in the game. Norma can handle the healing while Grune causes the damage. The lack of healing eres means she can never be the only crystal eren in the battle party. Nonetheless, her powerful eres can turn the tide of battle when facing strong enemies that are dangerous to approach.

Take advantage of Grune's skills by having an iron eren occupy the opponent's attention. The iron eren can block the entire time so long as Grune remains safe in the background. This gives her plenty of time to cast and keeps the enemy from running amok.

GRUNE'S CRYSTAL ERES

BRILLIANT LANCE

TP Used: 30 | Level: 45 | A. ATR: Sea

Eres Stones: Sea Gaet (45), Dragon (828)

Description: Pierce the enemy with countless spears of light.

NEGATIVE BLADE

TP Used: 36 | Level: 55 | A. ATR: Curse

Eres Stones: Peepit Chick (312), Dragon (900)

Description: Destroy the enemy with a blade of darkness.

BLOODY HOWLING

TP Used: 24 | Level: 1 | A. ATR: Curse

Eres Stones: N/A

Description: Cry out a dark curse.

ERUPTION

TP Used: 33 | Level: 48 | A. ATR: Fire

Eres Stones: Phynx (968), Automaton (250)

Description: Call up red-hot lava from beneath the earth.

BLACK HOLE

TP Used: 38 | Level: 63 | A. ATR: Curse

Eres Stones: Golf (879), Grand Gaet (845)

Description: Call forth a darkness that devours even light.

AQUA LASER

TP Used: 26 | Level: 39 | A. ATR: Sea

Eres Stones: Ere (1097), Base Turtle (652)

Description: Rip the enemy apart with high-pressured water.

RAY

TP Used: 33 | Level: 59 | A. ATR: Sea

Eres Stones: Egg Bear Cub (242), Eggtopus (819)

Description: Emit countless beams of light.

MAELSTROM

TP Used: 43 | Level: 67 | A. ATR: Sea

Eres Stones: Ere (2262), Hopper (1074)

Description: Call forth a whirlpool that engulfs all.

ABSOLUTE

TP Used: 28 | Level: 42 | A. ATR: Ice

Eres Stones: Egg Bear (742), Peepit (534)

Description: Lead the enemy to a silent world of ice.

DEMON LANCE

TP Used: 34 | Level: 51 | A. ATR: Curse

Eres Stones: Dandarantula (507), Gelures Sword (508)

Description: Pierce the enemy with a spear of darkness.

JUDGMENT

TP Used: 46 | Level: 71 | A. ATR: Sea

Eres Stones: Gentleman (500), Fiend (750)

Description: Call down judgment from the heavens.

GRUNE'S TITLES

TITLE	EFFECTS			CONDITION
Mystery Babe	—	—	—	Default.
Confusing Babe	+1 DEF	—	—	After joining the party.
Careless Babe	+1 ACC	—	—	After forgetting her underwear.
Singing Babe	+1 LCK	—	—	After the first seed song.
Germ Babe	+1 ATK	—	—	After the Grune virus.
Easygoing Babe	+1 EVA	—	—	After planting seeds while ignoring the atmosphere.
Awakened Babe	+1 INT	—	—	After awakening.
Bath Time	+4 LCK	—	—	Acquire Bomba (Inside the lion's mouth on the bathtub at Will's house).
Model	+20 TP	—	—	Grune reaches level 40.
Cover Girl	+30 HP	—	—	Grune reaches level 60.
Super Model	+40 HP	—	—	Grune reaches level 80.
Goddess	+50 HP	+25 TP	—	Grune reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Comboist	+40 HP	—	—	Participate in a 30+ combo.

TITLE	EFFECTS			CONDITION
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Hard Drinker	+3 EVA	—	—	Grune uses support items 5+ times in battle.
Learn Your Lessons	+4 LCK	—	—	Grune has at least 2 different elemental eres and uses eres that the enemy is resistant to 10+ times. Absorbed elements do not count.
Apathy Syndrome	+4 EVA	+3 LCK	—	Grune is the controlled character and concious at the start of battle. End the battle without running away or attacking.
Dependent	+3 DEF	—	—	Grune is the controlled character and conscious at the start of battle. End the battle without being attacked (running away is OK).
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Grune must be conscious.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo and ensure Grune inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Grune masters all eres.
Her Majesty	+25 TP	+5 DEF	+5 INT	Grune clears the advanced single matches in the battle arena.

SHIRLEY FENNES

Shirley's quiet demeanor masks her true power. She's a powerful crystal eren with a nice mix of attack and healing eres. Unfortunately, she's only available during the character quest portion of the game. At that time her skills are very limited when compared with everyone else. Give her a little time to grow though and she becomes very valuable.

Blizzard and Tidal Wave are two of Shirley's best eres. Blizzard strikes the entire enemy party multiple times while pushing them back. Take direct control of her and use the speed casting technique and this assault can be insurmountable. Tidal Wave is a little less accurate, but it's one of the best Sea eres available and very handy against the toughest bosses.

It can also down the opponent, which presents Senel with an opportunity to use a throw or compound eres.

Shut her status boosting eres (Rally and Shelter) off. Norma already has group versions of the same eres by the time Shirley acquires them. They can be triggered manually if necessary, but generally won't be needed.

SHIRLEY'S CRYSTAL ERES

FIRE BALL

TP Used: 26	Level: 1	A. ATR: Fire
Eres Stones: N/A		
Description: Unleash fireballs on the enemy.		

ICE WALL

TP Used: 27	Level: 55	A. ATR: Ice
Eres Stones: Diva (1001), Dandarantula (592)		
Description: Call fourth ice from below the enemy.		

INDIGNATION

TP Used: 28	Level: 58	A. ATR: Lightning
Eres Stones: Dragon (975), Gald Shark (397)		
Description: Call down powerful lightning from the sky.		

BLIZZARD

TP Used: 31	Level: 64	A. ATR: Ice
Eres Stones: Lizardman (921), Eryngi (581)		
Description: A powerful blizzard assaults the enemies.		

GROUND DASHER

TP Used: 30	Level: 61	A. ATR: Earth
Eres Stones: Ere (2003), Phynx (1106)		
Description: Unleash the destructive force of earth.		

TRACTOR BEAM

TP Used: 35	Level: 73	A. ATR: N/A
Eres Stones: Galf (1227), Hill Angler (1000)		
Description: Launch an enemy into the air and drop it down.		

SHOOTING STARS

TP Used: 34	Level: 70	A. ATR: Ice
Eres Stones: Diva (1295), Mandrake (1014)		
Description: Rain stars down on the enemy.		

TIDAL WAVE

TP Used: 36	Level: 76	A. ATR: Sea
Eres Stones: Peepit (2221), Dinowyrm (400)		
Description: A great flood attacks all in its path.		

CURE

TP Used: 19	Level: 1	A. ATR: N/A
Eres Stones: N/A		
Description: Heal an ally completely.		

RALLY

TP Used: 10	Level: 52	A. ATR: N/A
Eres Stones: Base Turtle (1461), Hopperfly (424)		
Description: Temporarily raise an ally's ATK.		

SHELTER

TP Used: 23	Level: 67	A. ATR: N/A
Eres Stones: Gelures Sword (878), Element (927)		
Description: Temporarily raise all allies' DEF.		

SHIRLEY'S TITLES

TITLE	EFFECTS			CONDITION
Praying Girl	—	—	—	Default.
Happy Girl	+1 EVA	—	—	After parting with Harriett.
Sister Girl	+10 HP	—	—	After "Still a brother."
Jealous Girl	+1 DEF	—	—	After being jealous of Grune.
Blessing Girl	+1 LCK	—	—	After visiting Fenimore's grave.
Slapping Girl	+1 ATK	—	—	After slapping Chloe.
Mean Girl	+5 TP	—	—	After being mean to Jay.
Hope Girl	+1 ACC	—	—	After finding out Thyra's true name.
Pirate Girl	+15 TP	+4 INT	—	Acquire Baker's Hat.
Agent of Nerifes	+20 TP	—	—	Shirley reaches level 60.
Child of the Sea	+40 HP	—	—	Shirley reaches level 80.
Dignified Merines	+50 HP	+25 TP	—	Shirley reaches level 100.
Combo Newbie	+3 ATK	—	—	Participate in a 10+ combo.
Combaist	+40 HP	—	—	Participate in a 30+ combo.
Combo Expert	+25 TP	—	—	Participate in a 60+ combo.

TITLE	EFFECTS			CONDITION
Combo Master	+50 HP	+25 TP	—	Participate in a 100+ combo.
Item Keeper	+3 EVA	—	—	Shirley uses items 5+ times in one battle.
Prim and Proper	+4 DEF	—	—	Shirley is the controlled player and conscious at the Start of battle. End the battle without her dying or moving (or running) from her initial location.
Destroy Them	+4 INT	—	—	Shirley has at least 2 different elemental eres and uses eres that the enemy is weak against 10+ times.
Brave Girl	+15 TP	+3 LCK	—	Accept 10+ technique commands from Senel in one battle.
Wizard	+15 TP	+5 INT	—	Start the battle with all crystal eres members. Shirley must be conscious.
Crimson Rose	+3 INT	+3 EVA	—	Start the battle with 4 female party members.
Lone Girl	+15 TP	+3 EVA	—	Start the battle with Shirley, Will, Moses, and Jay. End without dying.
One Shot Kill	+3 ATK	+3 INT	—	Defeat the last enemy in an enemy group with a Climax Combo ensuring Shirley inflicts the final attack.
Crystal Master	+25 TP	+5 INT	—	Shirley masters all eres.
Angry Merines	+25 TP	+5 DEF	+5 INT	Shirley clears the advanced single matches in the battle arena.

In Pursuit

LUMEN SPRING/FALLINGWATER

Senel rushes Shirley to the stream up the hill (Map 2).

Senel must fight a "Mysterious Youth". The battle can't be won. Practice with Senel's Demon Fist eres until the fight ends automatically. Senel and Will chase Moses Sandor to Map 3.

Will points to the village, Werites Beacon, in the valley below. Follow the mountain path to reach the town.

ENEMIES

1

2

3

THE 28TH WONDER BAKER

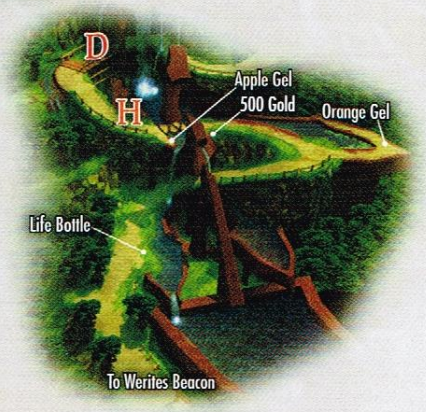
The party encounters a large spinning pig along the side of the road. The pig disappears with a puff of smoke and a strange girl takes its place. She teaches Senel a simple Bread recipe, which can be used at the local bakery. The party also receives a Basket that can hold 10 baked goods. Press ◉ to access the Basket on the world map or within a dungeon or town. Baked goods can be used to restore lost HP or TP, cure some negative status effects, and may even rouse the unconscious. Additional recipes are found throughout the Legend or acquired during cooking practice.

4

EARNING TITLES

Characters can equip different titles as they equip weapons and armor. Starting titles such as Senel's "Kind Brother" offer no attribute bonuses. Earn the "Daredevil" title, which provides a bonus, by defeating a few enemies without using an eres. More information on titles can be found in the Characters section of this guide.

5



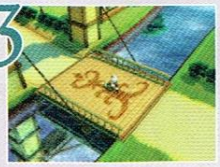
NEW ERES

Senel reaches Level 2 quickly and learns the Shadow Rush base eres. Equip it immediately under the Eres-Settings menu. There are only two eres available, so assign Shadow Rush to the three open command slots. Thus Demon Fist is used when the directional pad is in the neutral position and Shadow Rush is activated when the directional pad is pressed in any direction.

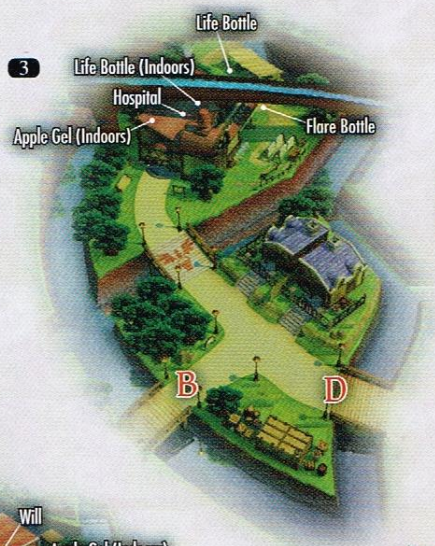
WERITES BEACON

Will says to meet at the fountain in the center of the city. Explore the town a bit and find the fountain to progress to the next section of the story.

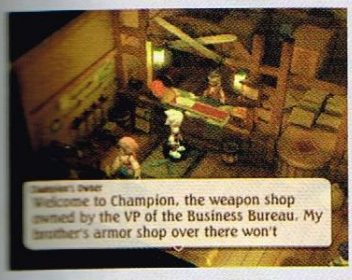
Senel meets Will at the fountain before returning to Will's home to the south.



Finish shopping and leave the village via the south exit. This leads to the world map and the road to the Bandit's Lair.

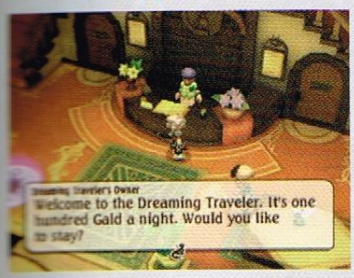


LOCAL SHOPPING



It doesn't hurt to upgrade Senel's equipment upon entering the town. Champion, a local weapon shop, sells Power Bracers for 700 Gald. They don't provide a huge ATK boost, but every little bit helps. Also check out Phalanx, the shop next door to Champion, and consider purchasing the Leather Helm if you have enough Gald. Feel free to ignore both pieces of equipment and spend the Gald on healing items or ingredients for Toast at the local bakery.

A LITTLE R & R



The local inn offers rooms for 100 Gald a night. It's best to avoid the inn when possible. Cabins that are found throughout the world usually have a spare bed that can be used free of charge.

SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Long Sword	800
Hammer	600

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Cloak	800
Robe	200
Leather Helm	140
Beret	150

RED PEPPER (GROCERY)

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Ham	60
Tuna	80

DREAMING TRAVELER (INN)

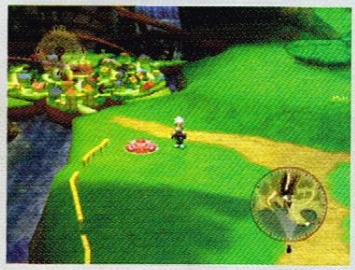
ITEM	COST
Rest	100

GET READY (TOOLS)

ITEM	COST
Apple Gel	100
Orange Gel	200
Life Bottle	300
Panacea Bottle	150
Magic Lens	10
Cape	100

MISTY MOUNTAINS

ROAD TO MISTY MOUNTAINS

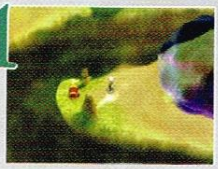


Upon leaving Werites Beacon, Will discusses the Duct system. Ducts can be found all over the Legacy. The Werites Beacon Duct is currently closed, since it's the first discovered. It opens as soon as the party discovers a second Duct. The party can use the Ducts to quickly travel from one point to another. It prevents needless backtracking and allows quick trips to town to restock on essential items.

Port-on-Rage can be ignored. There are a few chests there, but nothing else of interest at the moment. Do stop at the Country Cottage just off the road. The man inside, Dice, provides basic information on battle. The empty bed at the back of the cabin can be used to rest free of charge. This provides a good opportunity for Senel to practice with and master both Demon Fist and Shadow Rush to unlock the Demon Shadow eres. Fight creatures around the cabin and rest when necessary to restore lost HP and TP without consuming items. The Misty Mountains are located at the north end of the road.

Take a moment to adjust Senel's Eres-Settings now that Will has joined the party. Assign Will's Heal eres to a shoulder button. Doing so allows the player to call for a quick Heal at any time by pressing L2 or R2.

1

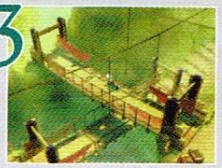


The first part of Misty Mountains is straightforward. After the first bridge the path splits. The left road is a simple route to the top of the mountain. The right path is more dangerous. There are Chaotic Zones lining the trail that contain powerful enemies, but also guard valuable treasures. Climb the right path and consider whether a return trip to the Country Cottage for rest is necessary before moving forward.

2

The party automatically moves to the first bridge up the path upon entering Map 4. There's a battle here on the bridge that can't be won. Conserve HP and TP, since the battle ends automatically shortly after it begins. The party moves beyond Map 4 to the bottom of Map 5 following the event.

3

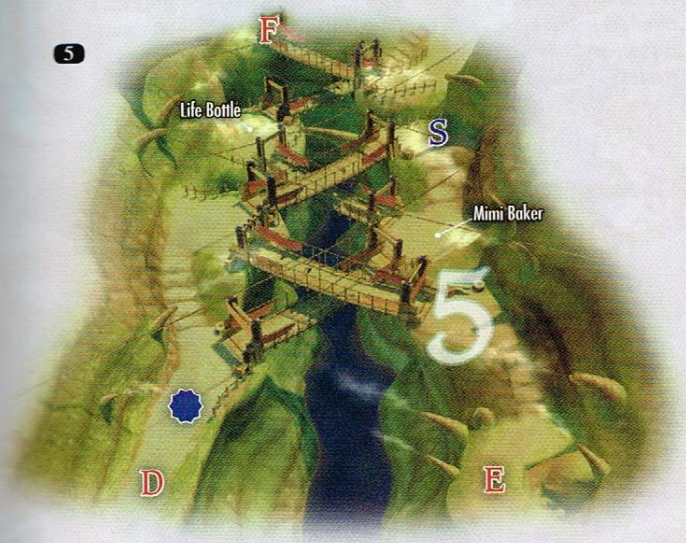


The road ahead consists of several rope bridges that crisscross the chasm. It's easy to get a little confused. Cross to the left side, then come all the way back down to collect a hidden treasure on Map 4. Go back to the north and cross back to the right. Return to the left side once again on the next bridge to find the trail out.

ENEMIES

6

5



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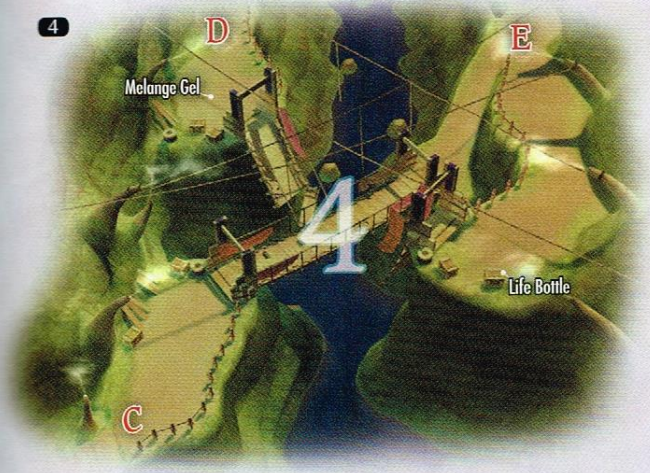
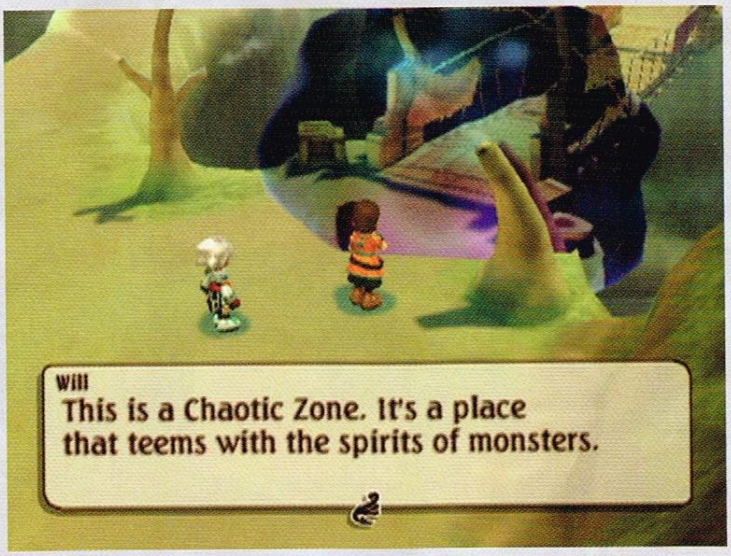


CHAOTIC ZONES

Chaotic Zones are pulsating balls that contain the spirits of monsters and usually guard valuable treasures. The party is likely to encounter stronger monsters within these zones, so enter them with caution. Chaotic Zones are good for one battle. They vanish and never return once a battle has been triggered and won within their sphere of influence.



THE 28TH WONDER BAKER

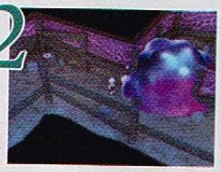
Don't miss the origami swan on the right side of the chasm. Mimi is up to her tricks once again. This time she rewards Senel with the Ham Sandwich recipe.

BANDIT'S LAIR

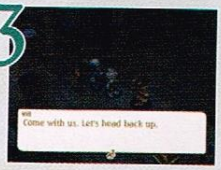
ROAD TO BANDIT'S LAIR

The road to the Bandit's Lair is a long curve between some steep hills. Look for the next Duct just outside of the Bandit's Lair and make a trip back to town to rest and restock. The party should have a fair amount of Gald now, so they can easily upgrade their equipment and practice making Toast and Ham Sandwiches.

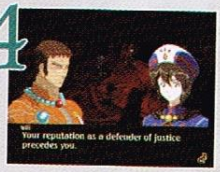
1 The party splits up upon entering the lair and Senel ends up alone in the basement.



2 Bypass the Chaotic Zones in the basement and head for the stairs at the end of the hall. Senel can win the battles within the Chaotic Zones on his own, but it's risky. It's better to come back once the party has regrouped.



3 The party regroups as Senel enters Map 4. Continue up the stairs around the corner before going back for the treasures in the basement.



4 Chloe joins the party at the top of the stairs. Now is a good time to go back for the missed treasures.

5 The party encounters a Puzzle Booth for the first time on Map 5. The green Duct whisks the party away to a strange room with a broken path. The path must be repaired so the party can reach the Duct on the opposite side.

6 Take a moment to save and restore the party to full HP and TP before moving on. Enter the room at the left end of the hall when ready to face the Bandit Lair's bosses.

7 The party receives Moses' Key after the boss fight. Return to Shirley's room, head back through the Duct, and find the north exit (after an event) to leave the Bandit's Lair.

ENEMIES

1

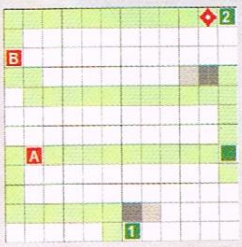
2

WORKING WITH CHLOE

Take a moment to adjust Senel's Eres-Settings now that Chloe has joined the party. Assign her Sword Rain eres to one of the shoulder buttons, so you can order her to attack at any moment. This allows for easy combo creation. Surround an enemy with Senel and Chloe and attack with Senel's three punches. Order Chloe to follow with Sword Rain and unleash a second series of attacks. This easily nets 10 or more hits and can rack up even more against stronger opponents.

PUZZLE BOOTH SOLUTION

There are two movable blocks in the room. One 1 is near the entrance and to the left of the stairs down. The second 2 is next to the Duct.



Step 1: Pull and push the first block 1 around the stairs and into the gap A in the path following the diagram.

Step 2: Cross the room and pull the second block 2 past the second staircase and push it into the second gap B. This completes the path allowing access to the Duct.

STONE BLAST

There's a good chance Will can reach Level 5 inside of the Bandit's Lair and when he does he can learn the Stone Blast eres. Deactivate this attack in any battle featuring Chirpee Chicks, which are resistant to Stone elements, or the party's battle Grades suffer. Check the enemy party immediately and open the battle menu if Chirpee Chicks appear. Select Will's Eres-Settings and turn Stone Blast "OFF".

Giet is the more dangerous of the two enemies. Its attacks can strike multiple targets and quickly rip through the party's HP. Surround Giet immediately with Chloe and Senel. Activate Climax Mode with L1 and start pounding on the enemy with punch combos while ordering Chloe to attack with her Sword Rain over and over. Giet should fall before Climax Mode ends, or shortly thereafter. Moses is easy to finish off with Giet defeated. Keep Moses off balance and surrounded by attacking with eres.

Use Climax Mode to eliminate Giet first...

...then finish off Moses once he's alone.

CRYSTAL FOREST

THE PATH TO CRYSTAL FOREST

The road to Crystal Forest is long and winding. Cut across the hill on the left to shorten the trip and find a chest containing an Orange Gel.

Lightning Bears and Rotting Eryngis are common along the path. The combination makes combat tricky. Lightning Bears have a weakness to Stone elements and are strong against Lightning eres. Rotting Eryngis are the exact opposite. Will becomes something of a liability. He randomly attacks with his Lightning and Stone Blast eres, which can quickly cut into the overall Grade. It's best to put both attacks on the shoulder buttons and turn them off in Will's Eres-Settings menu. You can then order Will to attack with the proper eres and avoid nasty penalties.

Use the Duct outside of Crystal Forest to return to the Werites Beacon area. Recover from the Bandit's Lair boss fight before returning to and entering the Crystal Forest.

ENEMIES

1

There's a brief event as the party enters the Crystal Forest. Go left after the event to find two Chaotic Zones and a pair of chests.

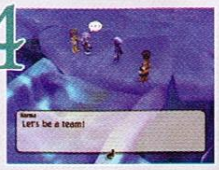
2

Take a moment to save and restore the entire party at the top of Map 2 before entering Map 3. The Crystal Forest's boss is just around the corner.

3

Don't leave Map 3 too quickly after the boss fight. Explore the left side of the map to find a chest before heading north toward the exit.

4



Norma joins the party and opens the path to Map 6. She also adds the Collector's Book to the menu, which keeps track of everything the party has found throughout the adventure. The book allows item hording players to complete their collection without holding onto items once they've outlived their usefulness.

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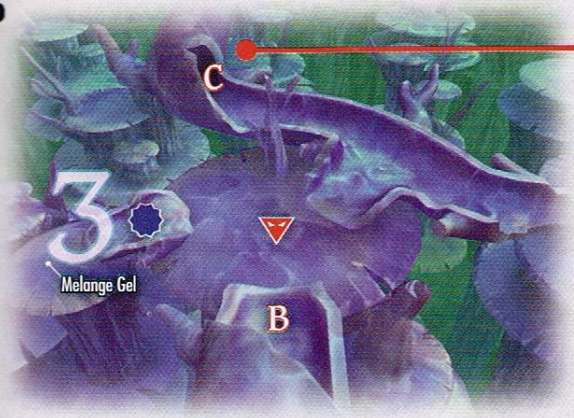

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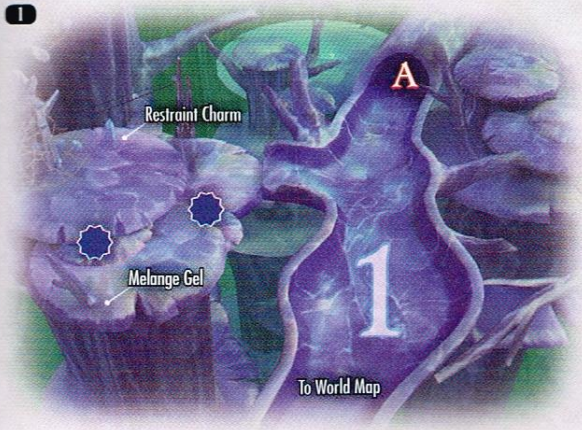


Surround the Crystarantula with Senel and Chloe. Assail the boss with Senel's punch combo while Chloe attacks on her own. Keep pounding away until the boss triggers its FOE attack. Activate Climax Mode when the FOE aura appears on the ground and let loose with a chain of eres attacks. Order both Chloe and Will to join in to maximize damage. The boss has a large amount of HP, so it's unlikely to collapse during Climax Mode. Surround it again and continue the pincer attack until it falls. Should the boss grab one or more characters, order Will to attack and tap buttons to break free.

Watch for the Crystarantula's FOE attack...

...and use Climax Mode to avoid it while dishing out lethal punishment.

SECRET PASSAGE

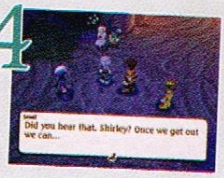
ROAD TO SECRET PASSAGE

The long narrow path to the Secret Passage is also home to Bow Cottage. The door is locked tight, but remember the cottage for future exploration.

1 There's a brief event when the party enters Map 1, which leads them to Map 2.

2 Take a moment to save and restore the party at the bottom of Map 3. This is also the last chance to return to town for a time, so check the party's stock of food and tools.

3 The party encounters a powerful enemy as they enter Map 4. This is a battle that can't be won. Hang in there and avoid wasting items. Try to knock the enemy down, so he can't attack. The fight ends automatically after a few seconds. The path back to the surface is blocked by a cave-in, so the party is forced to go deeper into Secret Passage.



4 The group takes a break after clearing the Puzzle Booth. They automatically move to the center of Map 6 where they encounter a new friend.

5 The new friend offers to show the party the way out. Explore the abandoned village thoroughly. There are many treasures to be found. The village is clear of monsters, so there's no threat to the party for the moment.

6 The tunnels beyond the village are full of monsters. The path twists and turns to the tracks at the bottom. Check for treasure in each corner along the way and re-equip the party as new items are collected.

7 Stop and save on Map 10 before exiting the area. A boss is very near, so the party should be ready for battle. Check Senel's equipment. He may not have the Fire Bolt bracers equipped.

ENEMIES (MAPS 2~6)

8 Senel and Shirley receive Gemini Shells after the boss battle. The party then automatically moves on to the Mountain Path.

ENEMIES (MAPS 8~10)

1
A
To World Map
2
A
Apple Gel
B
3
B
C
Melange Gel
5
D
4
D
Shell Bottle
Panacea Bottle
Orange Gel
Life Bottle
C
FOE1 Charm
6
E
S
5
Panacea Bottle
7
F
S
H
Lettuce
Mimi Baker
Orange Gel
Life Bottle
Scallop
Bun
E
8
Cape
Panacea Bottle
Life Bottle
Apple Bottle
G
Apple Gel
Holy Bottle
Orange Gel
Mythril Circlet
Panacea Bottle
Iron Helm
Fire Bolt
War Hammer
F
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Life Bottle
Orange Gel
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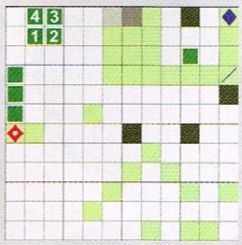
S
H
11
To Mountain Path
I
9

PUZZLE BOOTH SOLUTION

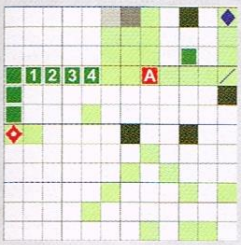


This Puzzle Booth introduces switches and the Sorcerer's Ring. Switches must be triggered to open the Duct out. The Sorcerer's Ring emits a ball of light when triggered with ⊡. In this Puzzle Booth, the party must repair the path by moving blocks, and then shoot the trigger with the Sorcerer's Ring.

Step 1: Move blocks 1 and 2 to the left so they form a right angle with the three blocks next to the Duct.

Step 2: Pull block 3 in line with blocks 1 and 2.

Step 3: Pull block 4 once to the left and then shove it to the bottom right wall. Push the block into the gap beside block 3 so Senel is to the right of the finished path and can reach the stairs. Don't trap Senel on the left by pulling the final block into place.



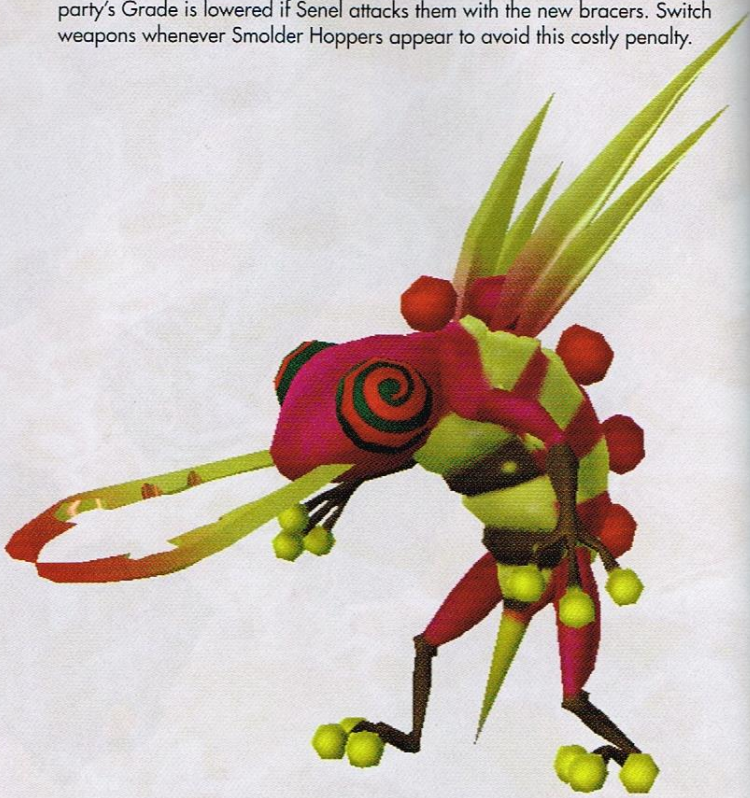
Step 4: Stand at point A and shoot a ball of light into the Reflector to the right to trigger the Switch and open the Duct.

THE 28TH WONDER BAKER

Check the Old Oresoren Village carefully to discover a spinning Oresoren statue. It's Mimi! She rewards the party with the Hamburger recipe.

FIRE BOLT

Senel's new Fire Bolt bracers are a great upgrade. There's one small problem though. The Smolder Hoppers in this area are resistant to Fire damage, so the party's Grade is lowered if Senel attacks them with the new bracers. Switch weapons whenever Smolder Hoppers appear to avoid this costly penalty.



PREPARING FOR BATTLE

Senel may be able to create his first Compound Eres at this point. Try combining Ground Slam + Shadow Rush + and another eres to create Writhing Demon. All three eres must be mastered, or the combination won't work. The Writhing Demon technique is effective against Dinowyrms. Assign it and Impact to buttons before facing the boss.

Surround the boss with Senel and Chloe and attack relentlessly. Watch the boss carefully. Trigger Climax Mode when an exclamation point appears over its head, which should prevent it from poisoning the party. Order everyone to attack and pummel the boss with eres. Keep an eye on the Climax Gauge. Tap L1 when the gauge is nearly empty to trigger a Climax Combo and finish Climax Mode with a final devastating blow. Polish off the boss by surrounding it once more, or forcing it into a corner. Keep knocking it down when it stands back up to prevent it from using its FOE attack. Also, look for opportunities to use Senel's Writhing Demon technique. The boss must be in the knocked down (curled up) position for the attack to work. Impact is an easy way to knock the boss over and it always curls up after a Climax Combo.

Watch for an exclamation point to appear above the boss...

...trigger Climax Mode to prevent its poison FOE attack.

MOUNTAIN PATH~DOWN THE CLIFF

Senel must handle the fights alone for now. Watch his HP carefully during and between fights. Use items to restore lost HP should it get low. There's a Health Point and Save Point near the end of the trail. Escape battle and rush to the end if necessary.

Senel is forced to fight an enemy on the cliff. The battle can't be won. It ends when Senel is knocked out, or when the enemy uses her Eruption eres.

BLAZING PEEPIT

Avoid using the Fire Bolt bracers against Blazing Peepits. These creatures are resistant to Fire damage, so the weapons aren't as effective. Switch to the Poison Bracers temporarily in these battles.

CHAOTIC ZONES

There are two Chaotic Zones along the path. Avoid them until Senel has had a chance to save at the end of the path. Then if something unfortunate happens the party isn't forced to face the Dynowyrm again.

Just Out Of Reach

WERITES BEACON

THE PATH TO WERITES BEACON

The party is a short distance from Werites Beacon. Follow the curling valley around to locate the road that leads back into town.

1 Senel must first return to Will's home. Head there immediately.

2 Leave Will's home after a story break. Travel to the plaza in the center of the village.

3 Exit the city via the south gate and head for Port-on-Rage, which is just to the southeast.

SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Long Sword	800
Gladius	900
Broad Sword	1,000
Hammer	600
Straw	800
Love Straw	1,200

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Cloak	800
Amber Cloak	1,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Armet Helm	300
Beret	150
Straw Hat	240
Ribbon	400

RED PEPPER (GROCERY)

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Ham	60
Tuna	80
Whipped Cream	80
Lettuce	60
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Hot Dog Bun	80
Sausage	60
Cabbage	60

GET READY (TOOLS)

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Cape	100
Leather Cape	400
Leather Boots	600

DREAMING TRAVELER (INN)

ITEM	COST
Rest	100

UPDATED STOCK

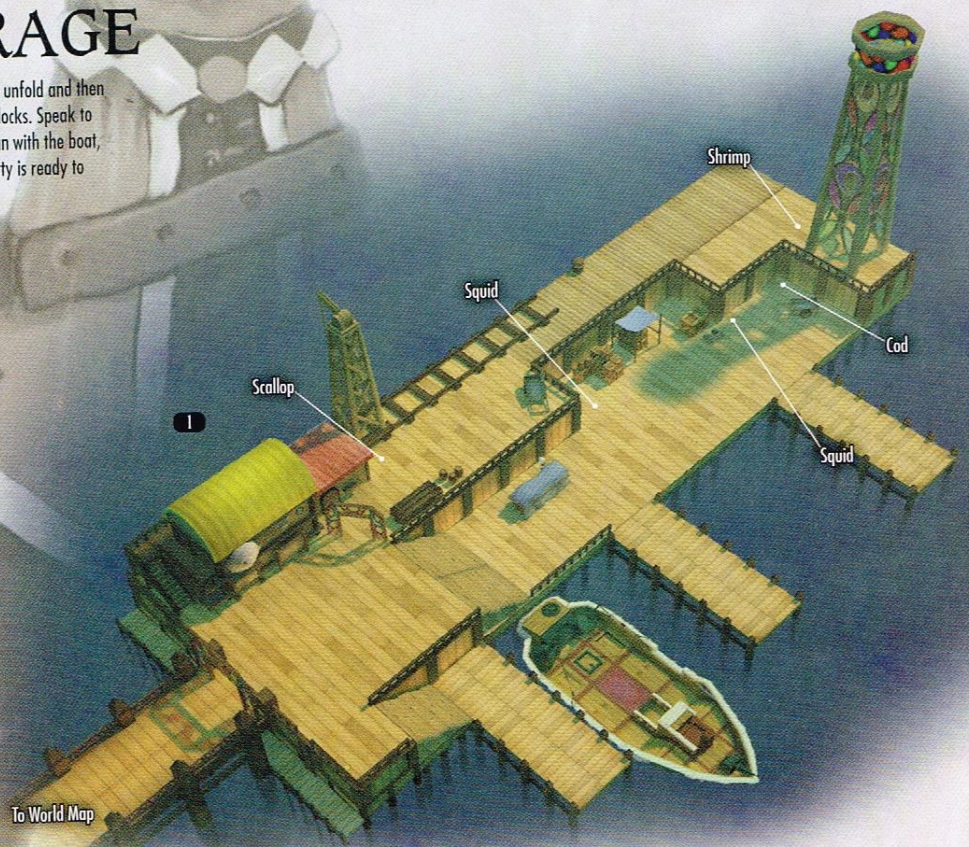
The local shops have received new stock! Visit them all and remember to restock on the essentials before hitting the road.

THE 28TH WONDER BAKER

Stop in the local weapon/armor shop and look for a spinning platter sitting between the two shops. Examine it to find Mimi! The party receives the recipe for Hot Dogs.

PORT-ON-RAGE

Watch events unfold and then explore the docks. Speak to Nosh, the man with the boat, when the party is ready to depart.



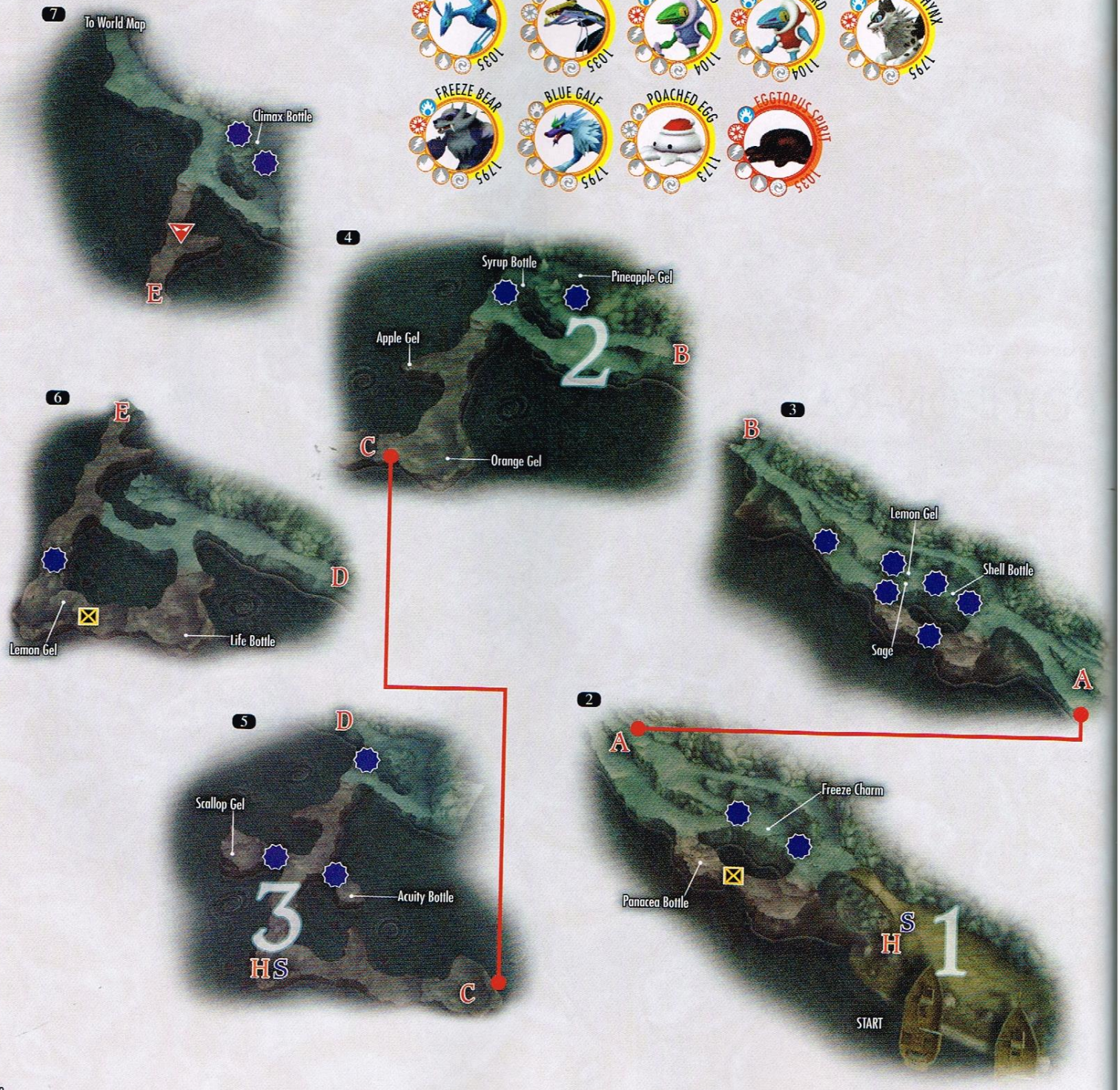
THE CRAGS

The party ends up on a stony beach. Take advantage of the save point next to the boats. This is the last chance to save for a bit.

The party encounters a friendly face looking for an escort.

Take advantage of the health point and save point in this area. Senel should be approximately Level 11 and able to combine eres to create the Writhing Demon compound eres (Ground Slam + Shadow Rush + Third Eres). Save the game before leaving the area. A boss is near.

ENEMIES



This is an unusual battle. The boss sits in water over the edge of a cliff, so the party must stay on the ledge to its left. This is a fairly simple fight, but the boss is strong and can punish Senel at close range. Get Senel close to the boss while Norma sits back and attacks. The safest time for Senel to attack is when the boss curls into a ball before unleashing an attack. Otherwise, it fends off Senel with a biting attack that's very damaging and hard to block. Unleash a chain of triple hits followed by an eres while the boss is curled up and vulnerable.

The Dinogorgon's water attacks can knock Senel backward, but they're fairly easy to guard against. Hit ● when the boss begins to uncurl. A special guard can even prevent the knockback effect (though it isn't necessary). Use Climax Mode if it's available to make the battle easier. Activate it when the boss is at about half dead and the party may be able to finish the enemy off before Climax Mode ends.

Senel should attack when the enemy is curled up and vulnerable.

Climax Mode makes it easy to finish the boss off.

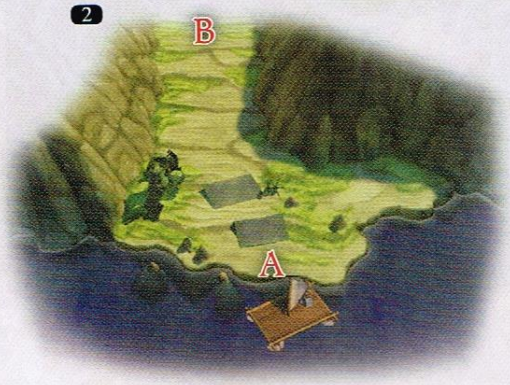
ORESOREN VILLAGE

It's a short hike from the Crags to the Oresoren Village. Actually it's a small dock with a raft, but it acts as transportation to the village. Speak to the Oresoren next to the raft when ready to depart.

Leave the dock and head up the road to the village. There's a brief encounter on Map 3. Follow the others up the hill and enter the building at the top.

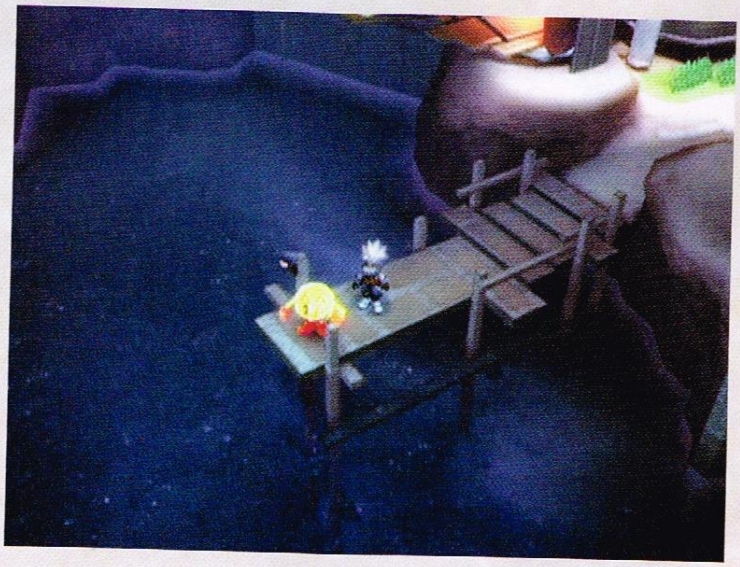
The Oresoren ask the party to come to Quppo's home at the back of the village. Take a right at the fork in the road to find it.

After some deliberation the party decides to travel to the Waterways. Check everyone's gear when the party regroups and leave through the northwest exit when ready to go.



THE 28TH WONDER BAKER

Check the small wooden dock on the left side of the main drag to find a large spinning Pac-Man. It's Mimi! She rewards the party with the Bagel with Lox recipe.



SHOPS

MARSHAL WEAPONS (WEAPONS)

ITEM	COST
Fire Bolt	850
Scallop Gear	1,300
Broad Sword	1,000
Oresoren Hammer	1,200

FUZZY SHOP (ARMOR)

ITEM	COST
Ring Mail	800
Lamellar Leather	1,200
Amber Cloak	1,000
Peepit Cloak	1,200
Bloody Robe	940
Battle Robe	1,100
Armet Helm	300
Cross Helm	350
Straw Hat	240
Night Cap	320
Ribbon	400
Blue Ribbon	440

SCALLOP KITCHEN (GROCERY)

ITEM	COST
Butter	30
Strawberry	100
Tomato	70
Scallop	120
Pineapple	180
Cod	100
Bagel	60
Cream Cheese	50
Salmon	120
Noodles	120
Onion	80
Pork	170
Sauce	40
Mustard	50
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Apple	80
Banana	160
Mushroom	120
Carrot	80
Shrimp	140
Squid	100

NAPTIME (TOOLS)

ITEM	COST
Apple Gel	100
Orange Gel	200
Scallop Gel	600
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Diner Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Cape	100
Leather Cape	400
Black Onyx	25,000
Moon Crystal	25,000

IDLE INN (INN)

ITEM	COST
Rest	FREE

TREASURED RECIPE

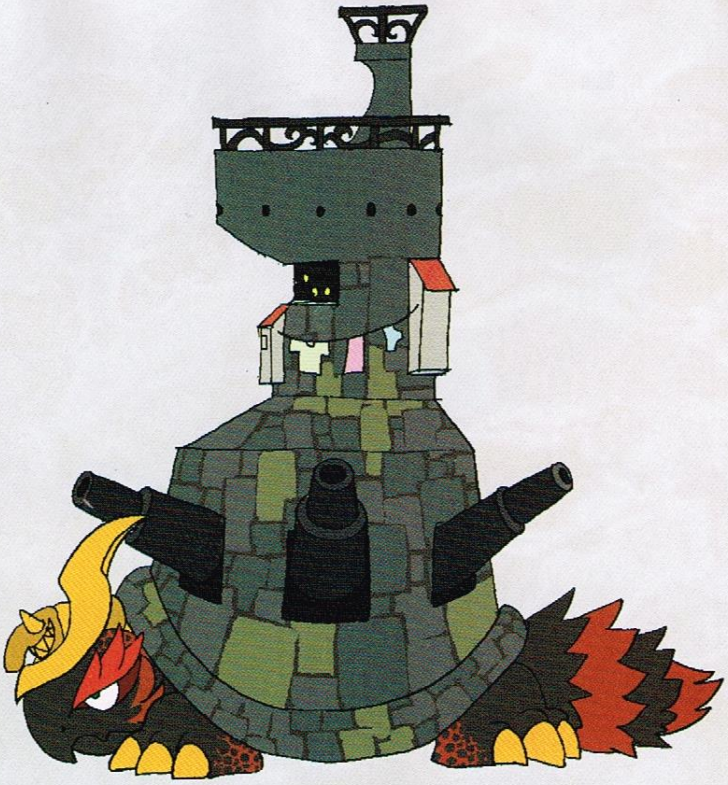
Check the top floor of Quppo's House to find a large treasure chest. It contains the Butter Roll Recipe.

THE WATERWAYS

PATH TO THE WATERWAYS

The road to the Waterways is very long and dangerous, but the party should be fully rested and ready for the challenge. Chloe and Will rejoin the party. Check them out carefully. They're sure to need equipment upgrades and may even have new techniques to master. Consider spending some time working on Chloe's eres if needed, and stay near the village to fight until she's maxed out and the party should easily gain a level or two.

Don't miss the chest on the triangular island to the east. Look for a bridge that connects the island to the larger island to the west.



1 There's a bit of storyline that takes place upon reaching the Waterways. The party ends up inside the ruins after the event. There are two paths ahead, but one is blocked by water. Follow the clear path into the ruins to reach Map 3.

2 The party is caught and forced through the Waterways at this location. They eventually come to rest on Map 6.

3 Senel and Chloe are alone momentarily, but Will and Norma show up on the next screen. Use the save point and health point just ahead. The Waterways may seem a little confusing, but there's a very simple path to the Puzzle Booth on Map 7. Explore everywhere. Treasures can be found at nearly every dead end.

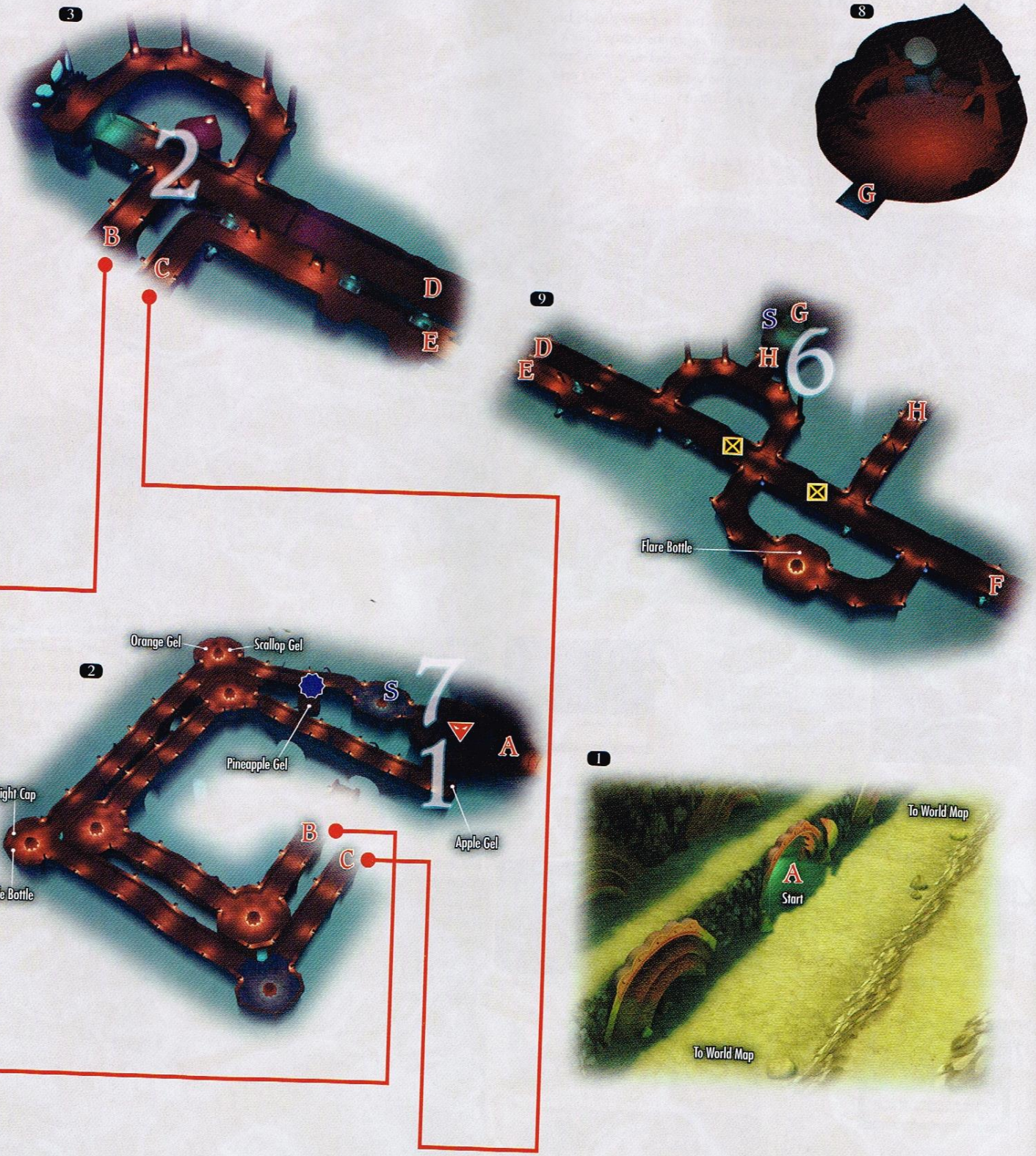
4 There's a brief encounter just before the Puzzle Booth. The Puzzle Booth leads the party to the Duct on Map 10.

5 Turn south at the first intersection to backtrack onto the previous map and collect the last treasure there. Return to the previous screen and follow the snake-like path all the way back to Map 2 and the Waterways' entrance.

6 There's a story event next to the health point and save point on Map 9. Take a moment to rest and save before continuing. A boss is not far off.

7 Moses joins the party. It's time to find the Ruins of Frozen Light. Use the north exit to leave the Waterways.

ENEMIES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Flare Bottle
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Orange Gel
Scallop Gel
S
7
A
Pineapple Gel
1
Night Cap
B
C
Apple Gel
Life Bottle
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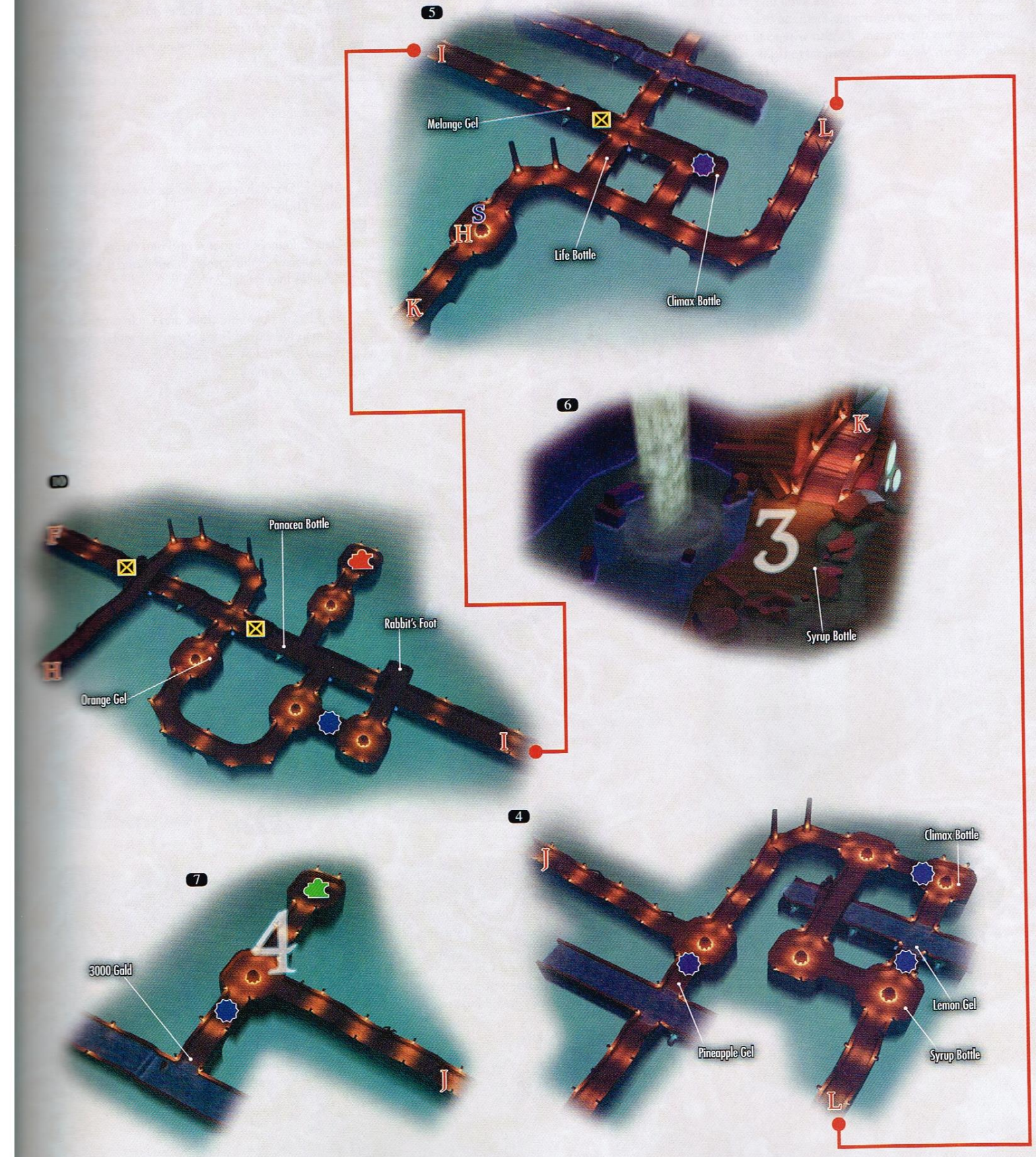
To World Map
A
Start
To World Map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Lemon Gel
Pineapple Gel
Syrup Bottle
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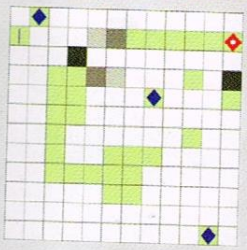
FIRE & LIGHTNING

It's best to deactivate Norma's Fire Wall and Will's Fire Ball eres. Flame Ere and Burning Lizards are resistant to them, so at least deactivate the techniques when these enemies are present. It's also wise to turn off Will's Lightning Eres. The hulking Slash Megants are resistant to Lightning elements.

PUZZLE BOOTH SOLUTION



Three switches must be shot in order to unlock the Duct in the right corner. There are no blocks to move. The solution is all about finding the right angle to shoot the switches.

Step 1: Stand in spot A and shoot switch 1 by aiming down/right.

Step 2: Remain in spot A and aim straight up at the reflector in the corner. Shoot it and the light ball bounces into switch 2.

Step 3: Go down the stairs and circle around the room to the closed Duct. Stand in spot B and aim down/left to blast the final switch, which should be off screen at the moment.

The Citadel Turtle's tough shell provides a strong defense, but the creature is slow and vulnerable to being surrounded. Catch it between Senel and Chloe and go nuts. Attack it relentlessly until the enemy's health has dropped to about half. Engage Climax Mode and order Chloe to use eres techniques as Senel launches punch combos followed by an eres attack. Keep a close eye on the Climax Gauge and finish Climax Mode with a Climax Combo before the gauge runs out. The Citadel Turtle can really punish Senel and Chloe with its close range attacks. Back off (or special guard) when a red exclamation point appears over its body to avoid its steam release. Also back off and order Will to heal when things get rough.

Surround the boss with Senel and Chloe. Back off to avoid its steam blasts.

A Fateful Encounter

GREAT HOLLOW

PATH TO RUINS OF FROZEN LIGHT & GREAT HOLLOW

The road ahead is long and twisting. Moses can now be added to the party. He's a solid character, but has trouble with short enemies. His spears tend to fly over their heads more often than not. Unfortunately, the path to the Ruins of Frozen Light is littered with short enemies. Feel free to add him to the party, he can take Norma's place very easily, but leave Senel or Chloe as the leader. The CPU does a fair job compensating for Moses' targeting issues.

The party faces a long hike once again. Look for Pain Eryngi along the route. Will is likely in need of 193 Eryngi Sculptures for his Recover Eres Scroll. Norma should need 63 of them for her Ice Wall Eres Scroll. Stick around until both Crystal Eres have been learned.

The valley is home to Egg Bear Cubs, which are a very uncommon creature. Hang out and gather some Egg Bear Cub Sculptures while working on the party's techniques.

The party can't enter the ruins, so they're forced to travel to Great Hollow. Use the west exit to leave the Ruins of Frozen Light.

The path to Great Hollow might be a bit confusing. A series of rocky plateaus acts like a maze. Stay in the middle. The path makes a hard left around a lake and squeezes through a narrow valley. There's one chest along the way that contains an Apple Gel.

1

Norma introduces "dewstone tablets". Examine the glowing tablet to enter Great Hollow. There are similar elevators throughout Great Hollow, but they aren't marked in this manner.

2

Examine the elevator to reach Map 3.

3

Examine the second elevator to reach Map 4.

4

Enter Poppo's Workshop in the center of Map 5.

5

The party must find a Grand Gaet's horn in the bone pile outside. Take a moment to save in Poppo's Workshop, then return to the bones ready to fight.

6

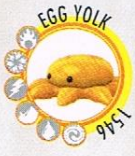
Reenter the workshop after acquiring the Grand Gaet's horn. Speak to Jay in the morning to depart.

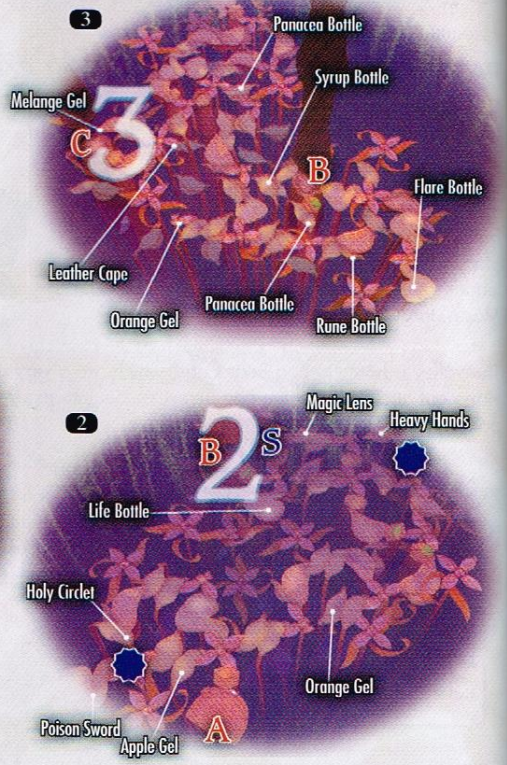
SHOPS

BURSTING PEDDLER (GENERAL STORE)

ITEM	COST
Apple Gel	100
Orange Gel	200
Scallop Gel	600
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Leather Cape	400
Baking Set	200
Egg	50
Skim Milk	60
Red Bean Paste	70

ENEMIES





ELEMENTS

Elements are very dangerous enemies. They use strong crystal eres that can strike multiple party members and cause significant damage. Single them out and eliminate them quickly.

THE 28TH WONDER BAKER

Look for a large, orange cone to the party's right after the meeting with Poppo. It's Mimi! The party receives the recipe for Red Bean Buns.

The Grand Gaet is a powerful foe with some devastating attacks at its disposal. Keep a close eye on it and block whenever an exclamation point appears over its head. Most of the attacks take a moment to trigger, so there's plenty of time to block. Its Hammer of the Overlord attack is the most devastating. It can knock the party flat (or stun them temporarily) while causing major damage. Try to keep the boss between Chloe and Senel, so they aren't hit simultaneously. The boss has a spinning attack that can strike both sides, but it isn't as dangerous as the Hammer of the Overlord. Just block the attack and the damage caused is negligible. Use Climax Mode when half of the boss' health has been drained, or at the very start to go for the quick finish and don't forget the Climax Combo at the end.

Be prepared to block at any moment. Defense is important.

Keep the boss between Senel and Chloe, but beware of the boss' spinning attack.

RUINS OF FROZEN LIGHT

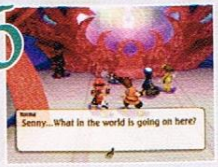
The party enters at this point. Take a moment to turn off any Fire eres such as Fire Wall and Fire Ball. It's the only element that enemies resist in this ruin.

There's a short event upon entering Map 2. The party moves ahead to Map 3 automatically.

Examine the flame shaped stone to reenter the ruins. This presents an opportunity for a trip to town, but the party should be well rested from visiting Poppo.

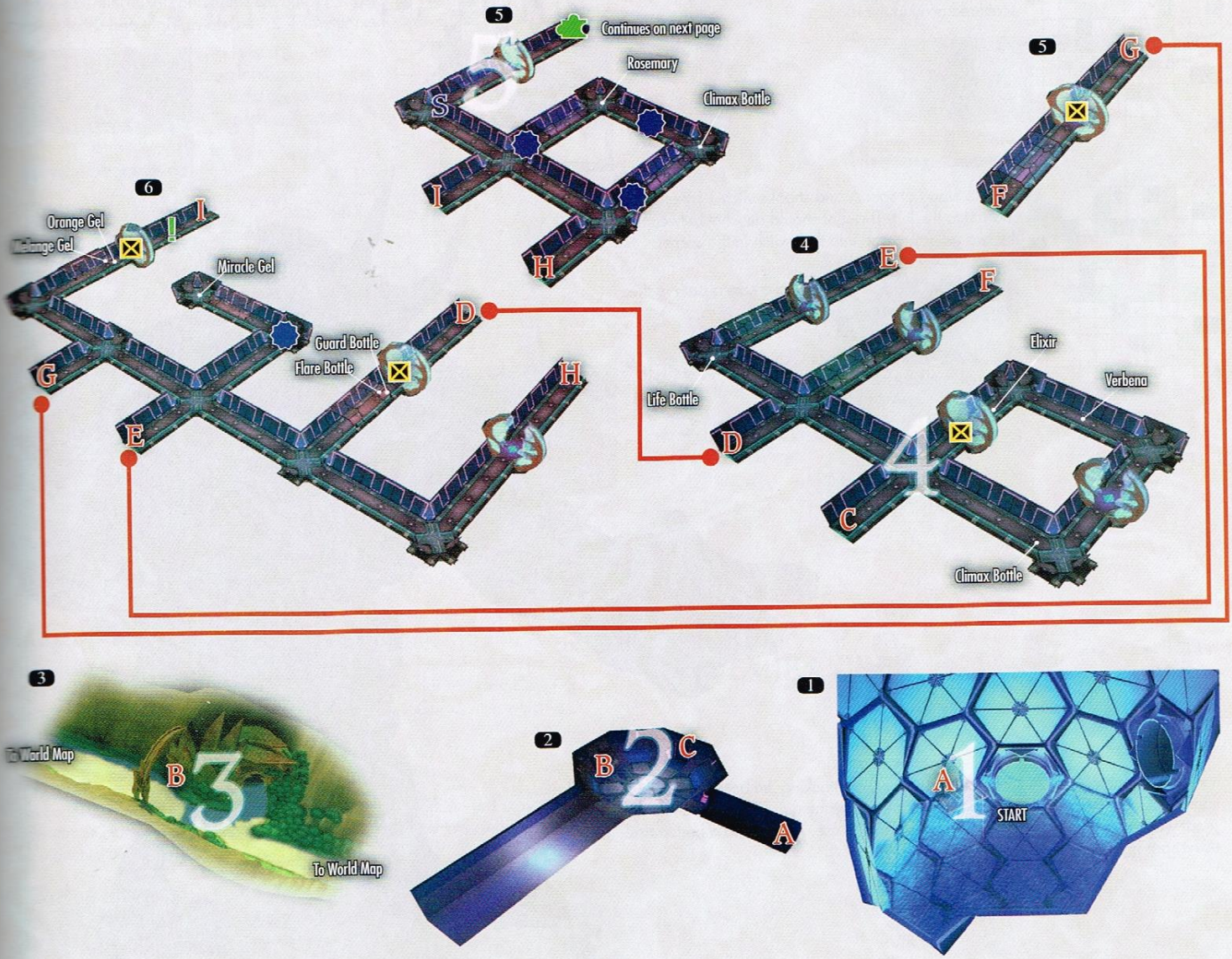
There are three exits from this area. D and F are dead ends. Use E instead. Check the east halls first. There are several chests to be found.

A wall stands between the party and the Puzzle Booth. A console in hall I creates and opening in the wall. The Puzzle Booth carries the party close to the boss. Save before entering.



Enter the final room in the ruins. The party engages a powerful enemy that's unbeatable for now. Save the party's items for later when it counts.

ENEMIES



PUZZLE BOOTH SOLUTION

This Puzzle Booth is more challenging than the last. The party must move blocks to change the path and find the best angle to shoot the three switches scattered around the room.

Step 4: Place block 5 in spot E.

Step 5: Go up the stairs and stand on the raised pa next to switch 2. Aim down/right and shoot switch 3

Step 1: Stand at spot A and shoot switch 1 by angling straight to the left. The shot should ricochet between the two reflectors and into the switch in the corner.

Step 2: Move block 4 to spot B to create a path to the stairs in the top corner.

Step 3: Move block 5 to spot C and block 6 to spot D, so Senel can reach switch 2. Blast it.

OGRE DROP

Take a moment to create a Compound Eres before attacking the boss. Senel should combine Ground Slam, Dragon Blast, and another technique. The Ogre Drop is a great way to topple Megants, but very expensive to use. Assign it to a button and use it sparingly during the upcoming battle.

The Gigant is a muscle-bound giant with powerful attacks. Fortunately, Senel has a bit of an advantage in this battle assuming he's been advancing well and mastering techniques. Equip Senel with the Impact and Ogre Drop techniques. Knock the Gigant down with Impact and then follow up with Ogre Drop before the giant can get back up. Impact Coil also works, but it costs more TP to use. Surround the boss, so it's only striking one character at a time. Its blows are powerful and shouldn't be underestimated. Keep a close eye on Chloe and Moses throughout the battle to ensure they aren't knocked out. Unleash Climax Mode and a Climax Combo at any point in the fight.

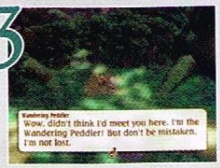
Knock the Gigant down with Impact or Impact Coil...

...then slam the boss into the ground with Ogre Drop.

FOREST OF NO RETURN

The Forest of No Return is a complex maze with twisting paths that loop back and forth. The proper path through the forest is B, C, D, F, G, H, I, J, M, O, P, T, U, V, W. Stay alert! There are many treasures scattered about. Don't miss out on the save point and health point at the north end of Map 1.

The party is forced to flee at this point. They stop running on Map 3 C.



There's a Wandering Peddler on Map 4. Restock if necessary.

Upon leaving Map 5 the party is chased through Map 6 and 7 to Map 8 I.

The save point on Map 13 marks the end of the forest. Save before exiting the map. A boss is just ahead. Continue north after the boss fight to exit the forest.

SHOPS

WANDERING PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Leather Cape	400

MAZE MASTER MOSES

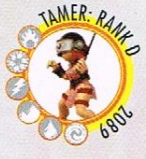
Moses knows the Forest of No Return like the back of his hand. He offers to help the party through the forest should they wander aimlessly for too long. Don't accept, or Senel loses the opportunity to gain the "Forest Guru" Title, which is awarded when the party leaves the forest.

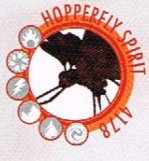
SANDMAN HURL

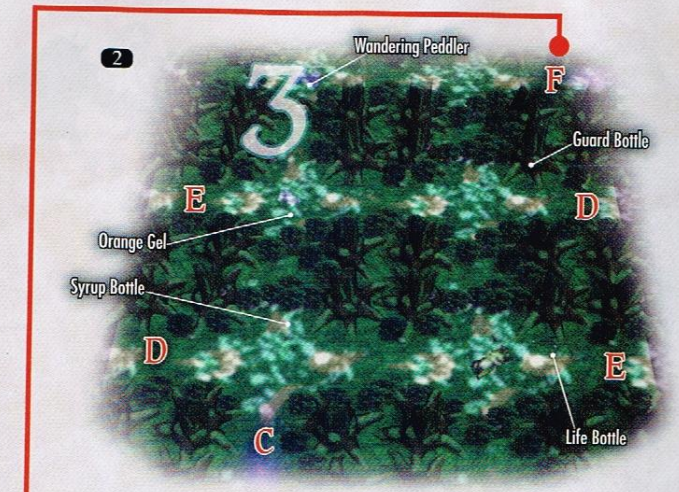
Have Senel combine Stone Crush and Coil (if available) with a third eres to create the Sandman Hurl, a Compound Eres that's effective against Hill Anglers. Assign it and Impact to buttons before the boss fight.

NOTE: The easiest way to keep from getting lost is to follow the blue butterflies. There are always two of them next to the correct path.

ENEMIES






2
Wandering Peddler
3
F
Guard Bottle
E
D
Orange Gel
Syrup Bottle
D
E
C
Life Bottle

1
2
C
B
S
H
B
1
START
A
A
Melange Gel

6
N
L
M
Airfread's Flag
K
N
O
J
K
I
J
L
M

5
I
H

3
H
F
4
G

4
H
G

This enemy is much faster than it appears. It commonly uses a charging attack that pushes its victims across the screen while causing a fair amount of damage. Keep it surrounded from the start, so the rush only strikes one or two party members at a time. Control Senel and use Impact or Impact Coil to knock the enemy down. It's not easy to do with three other characters beating on the boss, so be patient. Attack the opponent with the Sandman Hurl when it's on the ground. Make sure the boss is down before using the Sandman Hurl. It's a costly attack. Senel can burn through his TP with no effect if you are not careful. Use Climax Mode at some point in the battle. It can easily cut through about a third of the boss' health.

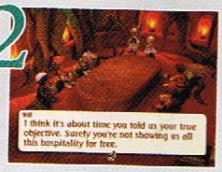
Beware of the enemy's charging attack.

Knock the boss down and use Senel's Sandman Hurl to cause major damage.

The War-Torn Land

Maurits' Hermitage

Enter the base and follow the walkway to the building in the center.



There are several story events along the way. Senel eventually appears at the "inn" alone. Exit the building to trigger another event.

Save in the morning and prepare to leave. There's one more event before the party leaves town. Head out through the southern exit. The northeast exit is currently blocked.

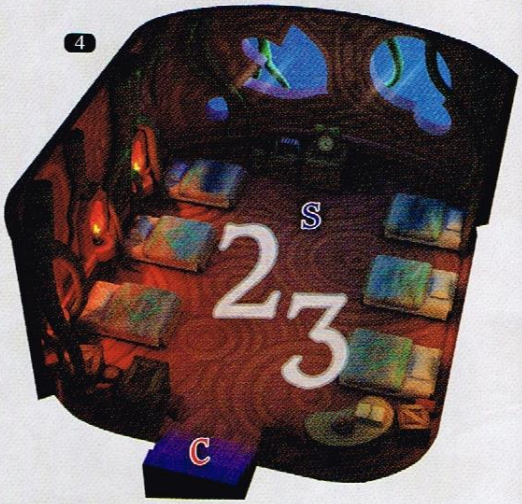
PATH TO MAURITS' HERMITAGE

Take Moses out of the party and replace him with Norma. She is a much better choice in this area. Eggtopus-type enemies are abundant along the road to Maurits' Hermitage. Also turn off any Fire-based techniques like Fire Wall or Fire Ball. The Burning Eryngis in this area are resistant to such attacks.

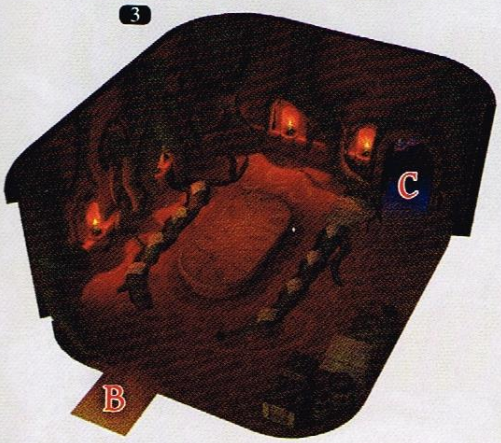
The narrow path through the woods leads to shallow water. Cross the shoal to reach the area to the west.

Two chests are found along the path to Maurits' Hermitage. The first is hidden near the southern tip of the continent. Cross the shoal and head west to find it. The second is just west of Maurits' Hermitage along the shoreline.

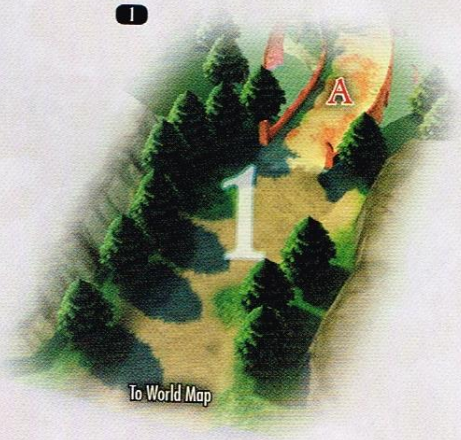
4



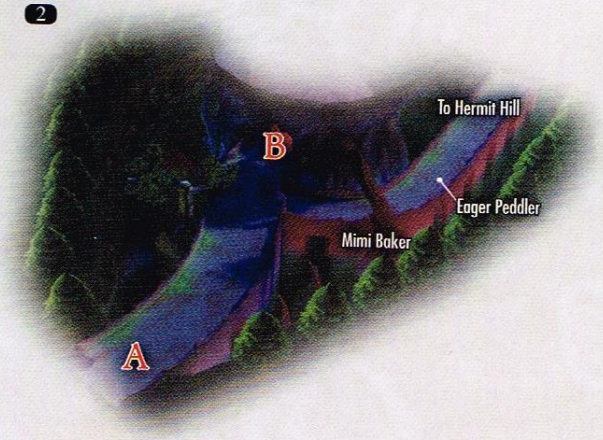
3



1



2



SHOPS

EAGER PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,900
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Golf Cloak	2,000
Scale Robe	1,800
Duel Helm	800
Striped Ribbon	700
Thief's Cape	3,000

THE 28TH WONDER BAKER

Look for a spinning Christmas tree on the right side of Map 2. It's Mimi! The party learns the recipe for Cream Doughnuts.

EAGER PEDDLER

Don't miss the Eager Peddler on the east side of the base. He has new equipment the party can definitely use on their next quest. Reequip everyone for the journey ahead.

PARTY ORDER

Will ends up in reserve due to the order in which the party regrouped. Move him back into the party and place Moses in reserve. Will's First Aid is essential.

MAN-EATING RUINS

PATH TO MAN-EATING RUINS

The path to the Man-Eating Ruins is a serpentine course through the mountains and across an enormous sandbar. The enemies in this area don't change until the party enters the valley leading to the sandbar.

Pipip and Pipip Chicks that roam the sandbar are resistant to Ice. Turn off Ice Arrows and Ice Wall right away. Fire is especially effective, so it's preferable to limit Will to Fire Ball and Norma to Fire Wall temporarily.

Check Norma's eres before entering the ruins. She may need a few Peepit Sculptures to learn Silence. This is a decent area to collect them.

1

The first part of the dungeon is very straightforward. Follow the path to Map 4.

2

There are many chests and Chaotic Zones in this area, but one chest in particular can't be missed. Collect the Stone Charm and equip Senel with it immediately. It comes in handy very soon.

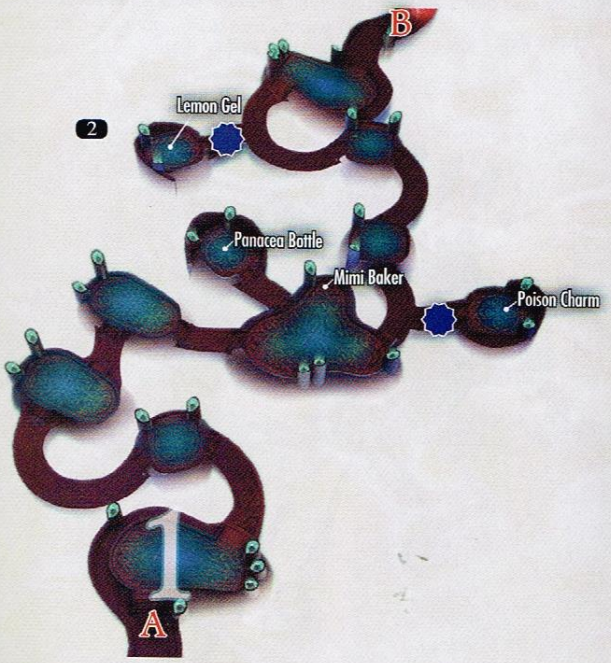
3

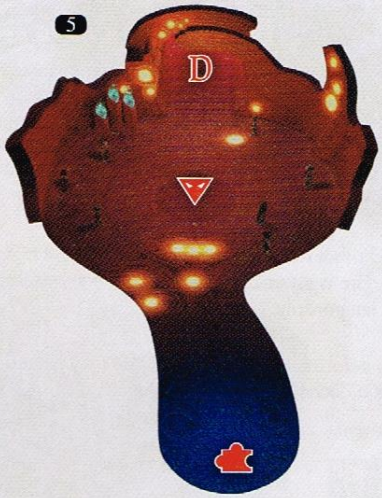
The Puzzle Booth at the top of Map 4 leads to the boss. Save here before entering the Duct.

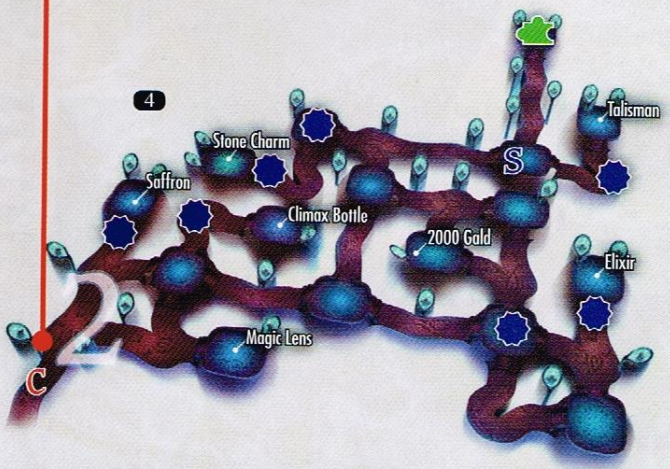
4

Continue into the ruin after defeating the boss to find the Whisper Crystal and meet Grune. Return to the ruin's entrance and travel back to Maurits' Hermitage.

ENEMIES







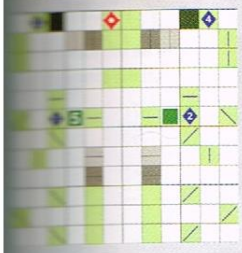
RESISTANCE

This is one of the trickier dungeons when it comes to resistances. Fire, Ice, and Sea are all resisted by some of the inhabitants. It's best to turn off Ice Wall, Fire Wall, Fire Ball, and Ice Arrows, but only when necessary. Keep them on when possible because any creature that's resistant to Ice has a weakness to Fire and vice versa. Check the enemy party at the start of battle before turning anything on or off.

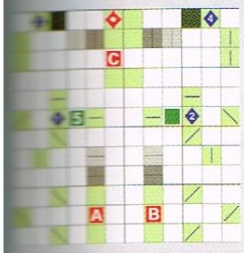
THE 28TH WONDER BAKER

Look for a large, spinning cake near the center of Map 2. It's Mimi! She rewards the party with the Pizza recipe.

PUZZLE BOOTH SOLUTION

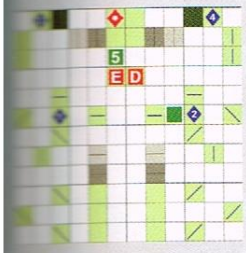


This Puzzle Booth is a complex web of reflectors with four switches. The party must find the ideal locations at which to use the Sorcerer's Ring.



Step 1: Stand at point a and aim up/left at the reflector on the back wall. The ball of light ricochets into switch 1.

Step 2: Reverse the first step. Stand at point b and aim down/right at the reflector near the bottom corner to hit switch 2.



Step 3: Move block 5 to point c.

Step 4: Climb up the stairs to point d and aim straight to the left. Shoot the reflector to bounce the ball of light into switch 3.

Step 5: Move one block to point e and aim straight down. The ball of light bounces in a similar path here to strike the switch 4.

The best way to win this battle is to come prepared. The strongest party consists of Senel, Will, Moses, and Norma. One of the two bosses uses a yellow FOE (field of effect) and the other can turn characters to stone. Keeping Chloe on the sidelines allows Senel to go into the battle fully protected from both effects by equipping the Stone Charm and the FOE1 Charm. Will, Moses, and Norma can all attack from a safe distance and are unlikely to take much damage throughout the fight.

Send Senel in close and keep him between the enemies and the rest of the party. Pin the bosses into the far right wall if possible, so Senel can hit them both simultaneously. Activate Climax Mode as soon as Senel strikes both enemies simultaneously for the first time. It's best to focus on eliminating the Diva first. Its attacks are far more damaging than the Mimic Bed's attacks.

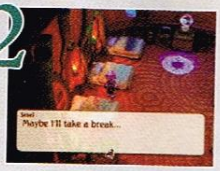
Equip Senel with the Stone and FOE Charms, so he's fully protected from status effects.

Trap the bosses together and unleash Climax Mode.

HERMIT HILL

1

Return to the base and enter the main building.

2 

Go downstairs after the story event. Use one of the beds after saving.

3

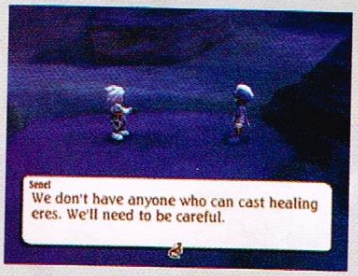
Travel up the east path to Hermit Hill. Defeat five enemy groups.

4

Defeat five more enemy groups. Leave the hermitage in the morning.

ENEMIES

HEALING



Neither Senel nor Chloe can restore lost HP, so be cautious in battle. There's no reason to go deep into Hermit Hill. Stay near the health point and the party can fully recover after each battle.

HELPFUL CHARM

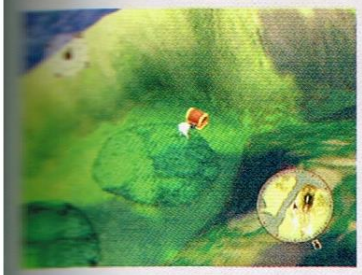
Status effects are common in this area. Equip Senel or Chloe with the Poison Charm to prevent at least one of the two from being poisoned. Negative statuses can also be removed by hitting the health point near the entrance.

THUNDER ARROW

Norma has been sitting on her Thunder Arrow spell for some time due to a lack of Dandarantula. Hermit Hill is crawling with them. With a little luck, the party might be able to collect enough Dandarantula Sculptures for Norma to learn the technique. Unfortunately the party only gets ten chances before the event ends and Hermit Hill is blocked off once again.

FRONT LINES

PATH TO FRONT LINES



Follow the road north. A chest can be found a little north of where the road ends. Front Lines is found to the east of the chest on the opposite side of the mountain.

Take Moses out of the party for this trip. The area around Front Lines is home to the short Meringue, an Eggtopus. Moses is able to hit the creatures from outside of their red FOE, but has trouble targeting them.

Enter Front Lines fully prepared. The party can't leave the area once they enter.

The allied camp is a place to save and rest if needed. There's also a shop, but it's exactly the same as the one at Maurits' Hermitage.

Map 2 is simple. There's one soldier at the north end that paces back and forth. Clear the right side of treasures, then go up the left side. Wait for the soldier to walk to the right and slip past him.

Two soldiers patrol Map 3. Wait for the first soldier to walk up the left path before the party runs up the right side. The second soldier is a bit trickier. There are two chests in the camp to the left and only one way in or out. Wait for the soldier to walk north and run into the camp. Empty the chests and stand as far to the right as possible. The soldier won't spot the party when he passes through. Follow him out, keeping distance, and then wait for him to return to the camp before going north.

There are two soldiers on Map 4 and they are close together. There are two chests at the right end of the first soldier's patrol area. Wait for him to stop at the junction. Dart past the soldier as he turns to face north. Empty the chest and rush back to safety before he returns. Continue on after the soldier returns to the right side. The second soldier is just behind the tent. Stand behind the tent on the right side and the soldier won't spot the party. Clear the chests on the right path, and then return to the hiding spot. Leave the map when the soldier goes back to the right.

Map 5 is home to three soldiers. The first patrols in a clockwise pattern around a small pit. There's a second solider on the left side of his path. Getting the chest near the second soldier is tricky. Rush ahead upon entering the map to find the two guards side-by-side. Wait for them both to head north. Dash in, grab the chest here, and get out. Wait near the start for the first soldier to pass again, then run up the right side. Get to the left as the third soldier passes. Now, stand to the left of the torch and wait for the third soldier to come back down. Slip between the torch and barricade to get to the chests to the north. Come back and move through the gap again to reach the north exit.

There are only two soldiers on Map 6. The first soldier should be heading to the left when spotted. Clear the chest at the right end of his patrol path. Get back to the south below the blue chest and wait for the soldier to go back to the right. Run to the blue chest and get back to the southern area again before the solider returns. Wait for the first soldier to return to the left side. Run up through the middle and to the Silver Sword chest on the northwest side. Come back to the center and stay on the left. Wait for the first soldier to move to the right. The party can slip behind him and stand near the first blue chest until the second soldier has passed and the right path is clear.

There' very little room to get around the first soldier on Map 7. Wait for the soldier to stop on the left. Run past him while he's looking west. Take a moment to save in the center. The last two guards are tricky. Stay a few steps behind the soldier that strolls near the save point. Stop at the barricade on the right above the tent. The third soldier comes down to this area. Slip past him while he's standing near the barricade and looking east. It's a short distance to the map's exit and the boss.

ENEMIES

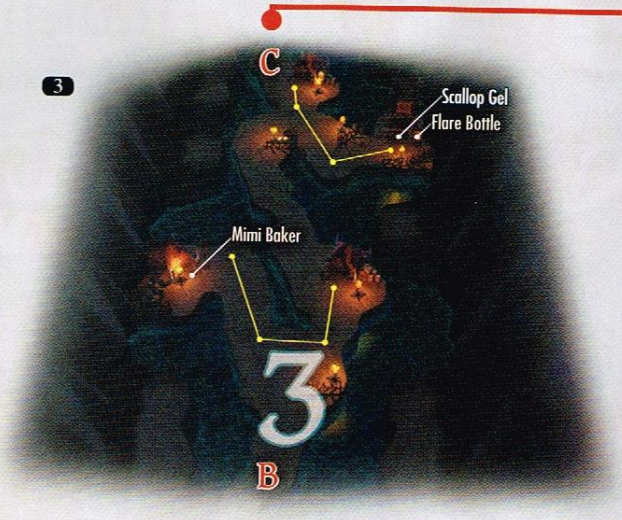
SHOPS

PERSISTENT PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,900
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Golf Cloak	2,000
Scale Robe	1,800
Duel Helm	800
Striped Ribbon	700
Thief's Cape	3,000

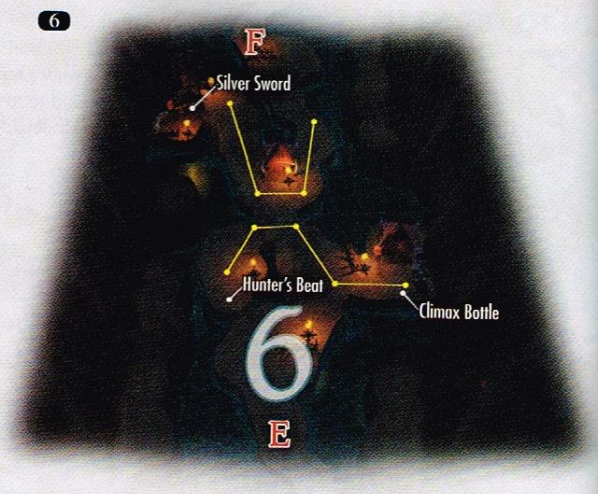
CAGE (INN)

ITEM	COST
Rest	FREE


3
C
Scallop Gel
Flare Bottle
Mimi Baker
3
B

2
B
Life Bottle
Lemon Gel
Pinapple Gel
Miracle Gel
2
A

1
A
Cage
Persistent Peddler
S
1


6
F
Silver Sword
Hunter's Beat
Climax Bottle
6
E

5
E
Shell Bottle
Panacea Bottle
Dark Bottle
FOE2 Charm
5
D

4
D
Guard Bottle
Melange Gel
Syrup Bottle
Magic Lens
Silver Javelin
4
C

7

8

STEALTH COUNTS

This scene is all about stealth. The party must break through each map without being seen.2 soldiers are fairly nearsighted, but avoid getting close. The party is forced into battle and the map resets if they're spotted.

PREPARING FOR BATTLE

The next boss is a Megant with a weakness to Sea eres. Get Senel, Chloe, and Will ready for the boss before leaving Map 7. Equip Senel with the Ogre Drop Compound Eres (Ground Slam + Dragon Blast + another eres). Equip Chloe with the Silver Sword found in this area. Turn all of Will's offensive eres off except for Spread if possible.

THE 28TH WONDER BAKER

Look for a round table at the left camp on Map 3. It's Mimi! She rewards the party with the Chocolate Cornet recipe.

This is by far the toughest challenge the party has faced. The enemy is extremely tough and has a dashing attack that strikes everyone. Come prepared as mentioned previously. Senel's Ogre Drop is very effective, but getting the boss on its back is tricky. Chloe's Ram Strike can help. Assign it to a shoulder button and call for it without attacking, so Senel's attack doesn't negate the knockdown effect. Norma and Will stay very busy healing during this fight. Keep a close eye on everyone and use items to heal if necessary. Use Climax Mode early and finish with a Climax Combo. The boss always ends up on its back after the Climax Combo, so follow up with an Ogre Drop.

Knock the boss down and attack with Senel's Ogre Drop.

Use Climax Mode once again and remember to follow up.

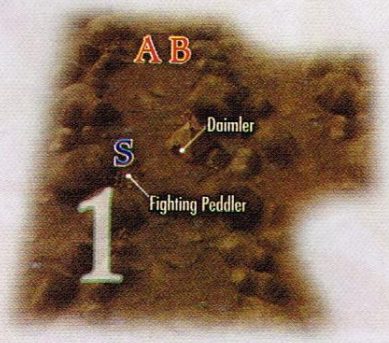
BRIDGE PLAIN

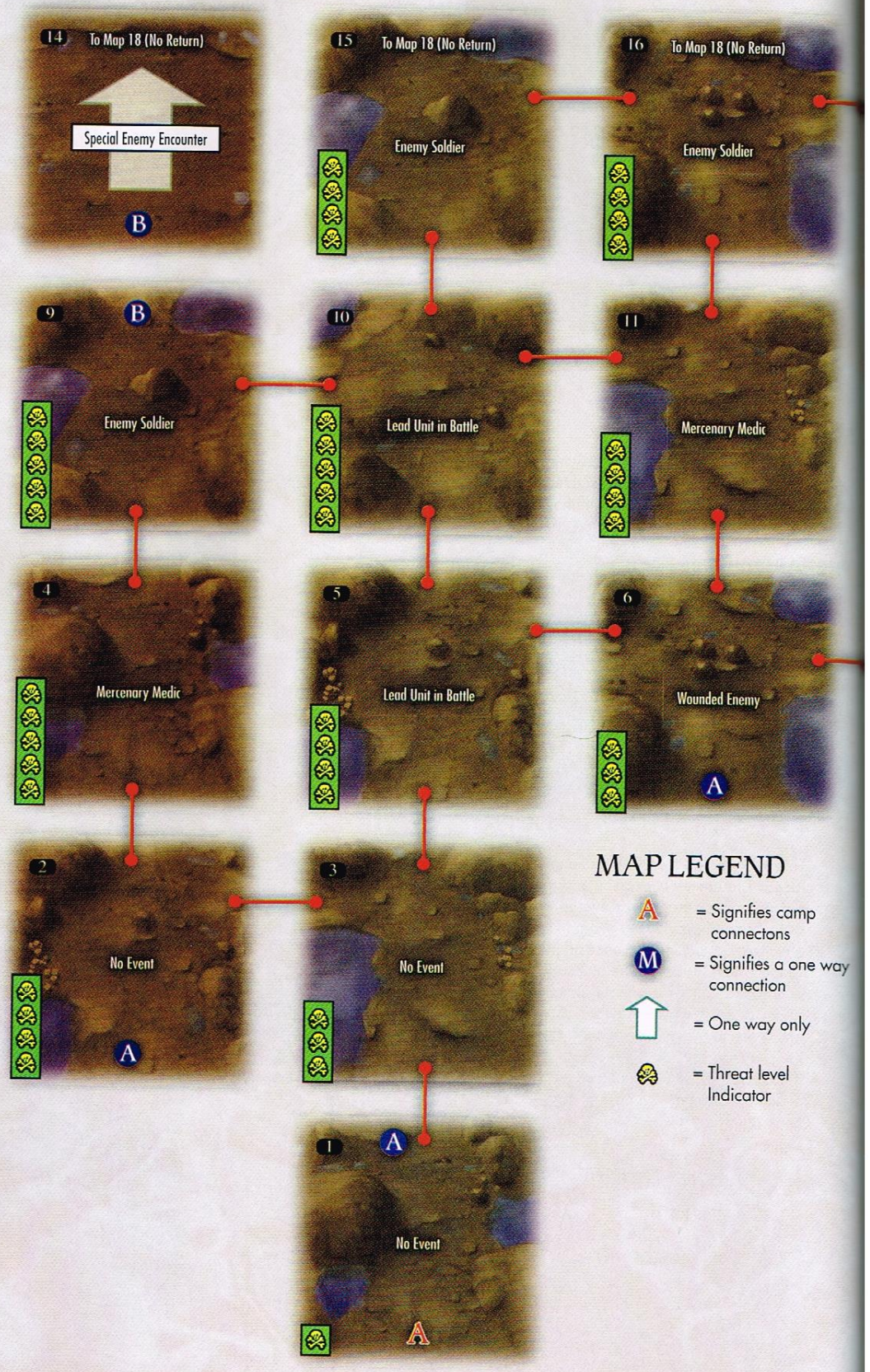
The party begins at the ally camp. There's a shop and an inn. Come back at any time to rest or purchase items. All map events reset when the base camp is visited, so it's best to heal by finding Mercenary Medics and other allies along the way. The safest path to the second half of Bridge Plain is 1, 3, 5, 6, 7, 8, 13, and 17.

The second half of Bridge Plain begins after Map 17. At this point the ally camp moves forward to take the place of Map 17, so there's no going back to Maps 1~17. The easiest path to the boss is 18, 19, 20, 21, 24, 25, 29, 32, 37, and 38. Feel free to explore the entire area, but make sure to stop on Map 25 to fully recover before facing the boss. In fact, the party can clear Maps 29, 32, and 37 before visiting Map 25 to ensure everyone is in tip-top condition.

Jay joins the party after the boss fight.

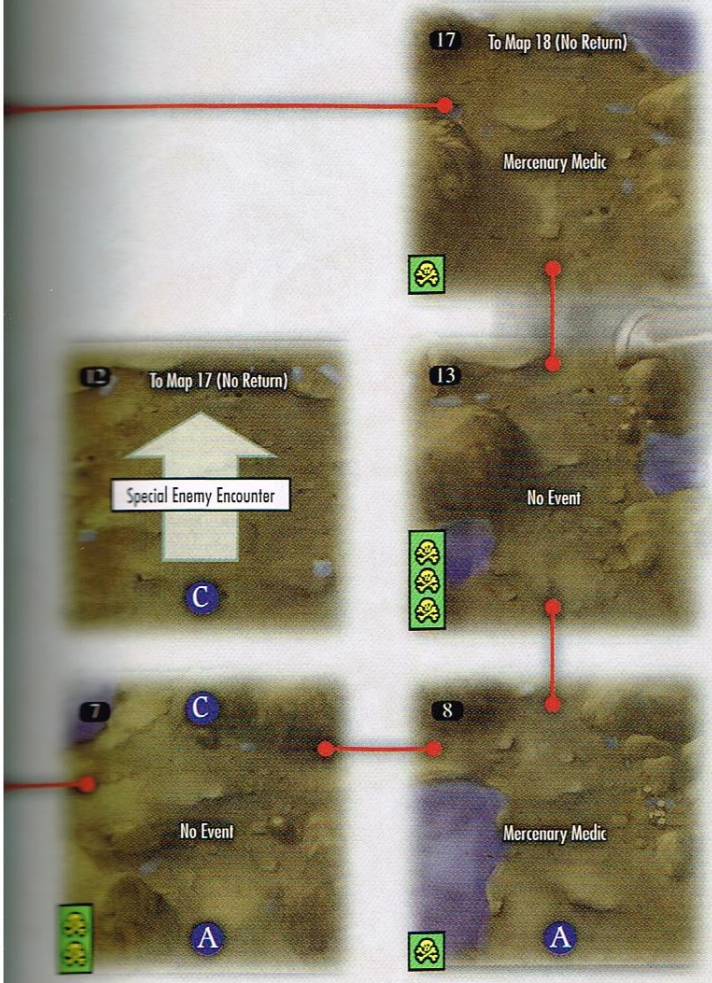
NOTE: The order of areas in the Bridge Plain is randomly generated. The order shown here is just one example.





MAP LEGEND

- A = Signifies camp connectons
- M = Signifies a one way connection
- = One way only
- = Threat level Indicator



SHOPS

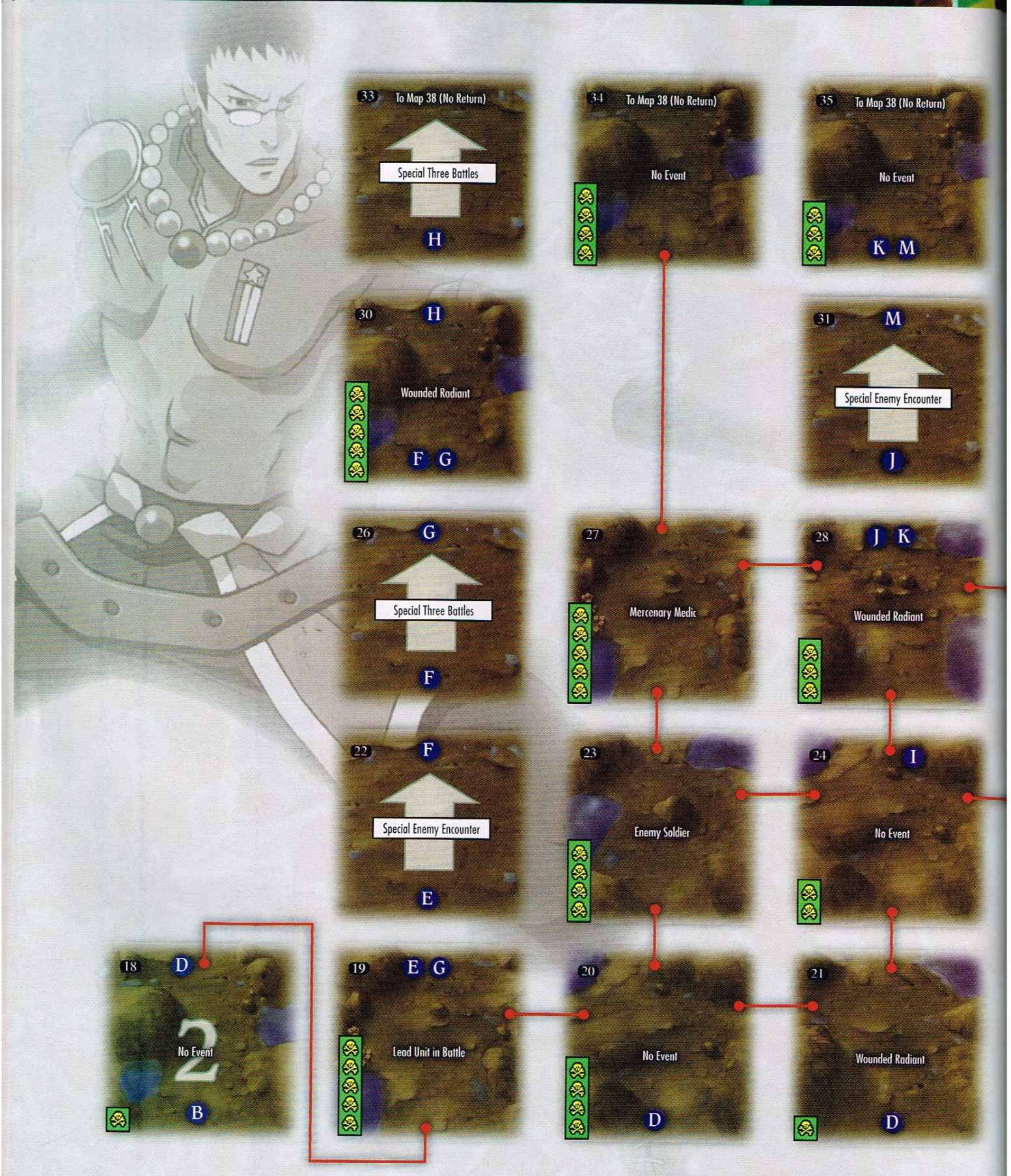
FIGHTING PEDDLER (GENERAL)

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,900
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Gulf Cloak	2,000
Scale Robe	1,800
Duel Helm	800
Striped Ribbon	700
Thief's Cape	3,000
Leather Cape	400

DAIMLER (INN)

ITEM	COST
Rest	FREE

ENEMIES


33 To Map 38 (No Return)
Special Three Battles
H
34 To Map 38 (No Return)
No Event
35 To Map 38 (No Return)
No Event
K M
30 H
Wounded Radiant
F G
31 M
Special Enemy Encounter
J
26 G
Special Three Battles
F
27
Mercenary Medic
28 J K
Wounded Radiant
22 F
Special Enemy Encounter
E
23
Enemy Soldier
24 I
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18 D
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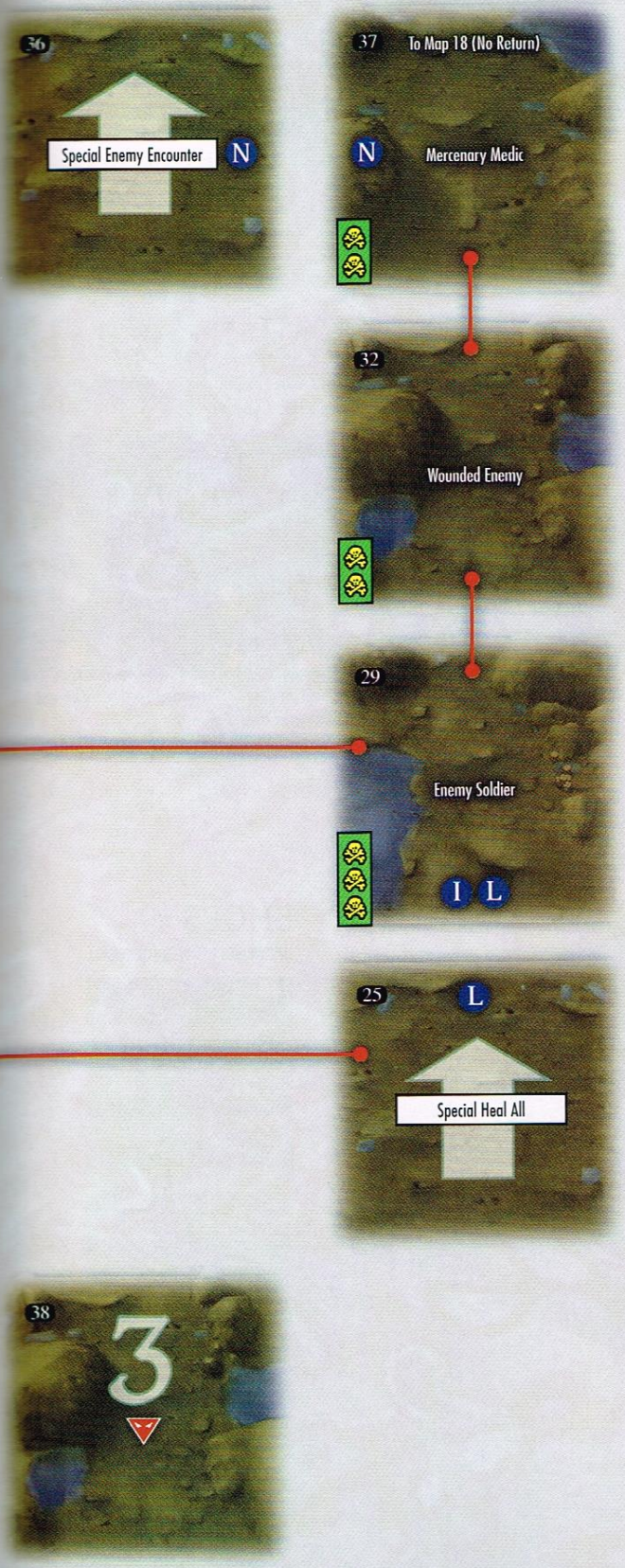
B
19 E G
Lead Unit in Battle
20
No Event
D
21
Wounded Radiant
D



CONQUERING THE BRIDGE PLAIN

The Bridge Plain is a completely unique area. The area is composed of 38 small maps, most of which have more than one exit. Up to three separate events can occur on each map. As the party enters each map there's a chance for a random enemy/ally encounter and a trap. Some maps also contain planned encounters that always occur. The odds for random events are based on the maps threat level. The higher the threat level, the more likely the party may encounter enemies and traps. Low threat level maps usually lead to an encounter with an ally or no event.

THREAT LEVEL & EVENT ODDS

THREAT	BATTLE (GROUPS)	ALLIES	NO EVENT	TRAPS
☠	—	75%	25%	—
☠☠	25% (x1~2)	50%	25%	10%
☠☠☠	50% (x1~3)	25%	25%	20%
☠☠☠☠	75% (x2~3)	0%	25%	30%
☠☠☠☠☠	100% (x3)	—	—	40%

Random encounters with allies can result in one of four events:

*Mercenary (man) restores the party's HP

*Mercenary (woman) gives the party an Apple Gel

*Radiant (man) restores the party's TP

*Radiant (woman) gives the party an Orange Gel

There are two kinds of traps: exploding and poison needle. Traps are very uncommon, but can't be seen or avoided. Poison needle traps always poison the character that speaks when the trap is triggered. Will can easily heal a victim of one of these effects. Exploding traps have one random effect from the following options:

*Entire party's HP is halved (characters with 1 HP remaining aren't effected)

*Speaking character loses all but 1 HP.

*Party loses 100, 200 or 300 Gald

There are planned events on most maps that occur in addition to any random events. Basic planned events drop an NPC(s) onto the map, which can be interacted with if so desired. These events include:

*Enemy Soldier: Defeat the solider to earn a Panacea Bottle, Magic Lens or Life Bottle.

*Battle: Defeat the enemies to earn an Apple Gel, Panacea Bottle or Orange Gel.

*Mercenary Medic: Restores the party's HP when engaged.

*Wounded Enemy: Runs off when talked to and drops Gald.

*Wounded Radiant: Restores the party's TP when engaged.

Certain planned events (planned event icon) occur automatically as the party enters a map. The party is then forced to the next map upon the event's conclusion. These events include:

*Oresoren: The party is fully healed by a lone Oresoren.

*Enemy Encounter: The party faces a single enemy group. (Enemies faced in these battles are unique)

*Oresoren Battle: Enemy groups are attacking an Oresoren. Three battles occur. The party receives a Life Bottle after the third battle.

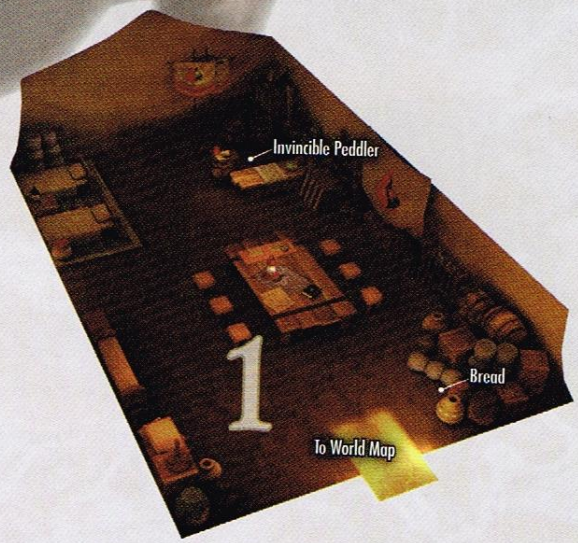
The Dragon is a powerful enemy, but the strategy for this battle is fairly simple. Make sure the casters, Will and Norma, are limited to Ice eres. Will's Ice Arrows or Freeze Lancer and Norma's Ice Wall are ideal. Ensure that all Fire eres are shut off, since the Dragon is resistant to the Fire element. Senel, Moses, and Chloe are interchangeable. Moses has a bit of an advantage, since he can sit back and not get hit. However, Chloe is more effective during Climax Mode, since she can attack much faster. Keep the boss surrounded with Senel and Chloe. Its biting attack is powerful, so keeping the party separated reduces the enemy's effectiveness and limits the need for healing. Use Climax Mode at the start, or near the end to finish the beast off. It really doesn't matter. Just don't forget to finish with a Climax Combo.

Use Ice eres to punish the Dragon.

Keep the boss surrounded so it attacks one character at a time.

TRIAGE TENTS

1 The Triage Tents are to the east of the bridge. Stop in for a story event, rest, and shopping. The beds in the back can be used to rest for free. Prepare for battle and head for the bridge when ready.



SHOPS

INVINCIBLE PEDDLER (GENERAL)

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Claymore	2,400
War Javelin	1,900
Pile Driver	2,000
Love Straw	1,200
Silver Straw	1,800
Silver Mail	2,000
Gulf Cloak	2,000
Scale Robe	1,800
Duel Helm	800
Striped Ribbon	700

NO SAVE POINT

There's no save point at the Triage Tents, so the party must save on the World Map. Open the menu and choose the save option on the far right. Do so before entering the bridge.

JAY THE UNSEEN

Don't forget about Jay. Check his gear before leaving the tent and equip him for battle. The area outside the tent is also a good place to practice Jay's techniques. It's a good idea to master a few or all of them before entering the bridge.

BERSERKER & TESTOSTERONE

There are now four iron eres users in the party. Put all four in the battle party and look for a fight outside of the tent. Win the battle and all four characters earn the Berserker title. Also create a battle party from the four men to earn the Testosterone title and trigger the "Guy Talk" skit.

BRIDGE: LEVEL ONE

1

The party encounters a Terror on Map 2. They run ahead and lock themselves into the Bridge. There's no turning back after this point.

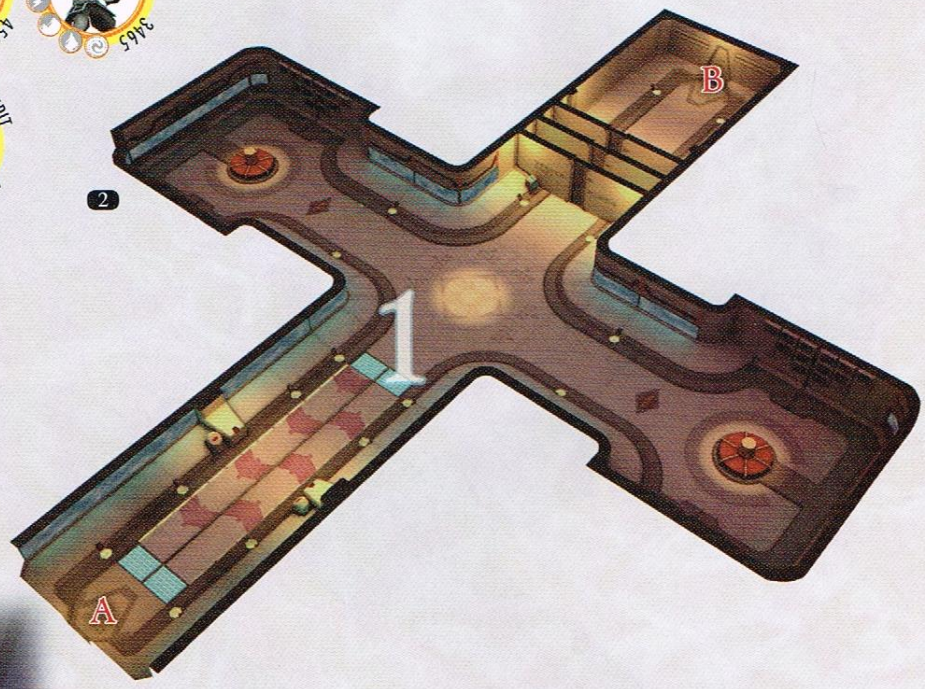
2

A locked door on Map 4 stands in the way. The party must examine four switches to unlock the door. The first three are marked on Map 3 and the fourth is found on Map 4.

3

Save on Map 5. There's a Puzzle Booth at the end of the hall, which leads to the first boss. Get ready for the battle before leaving the Puzzle Booth.

ENEMIES



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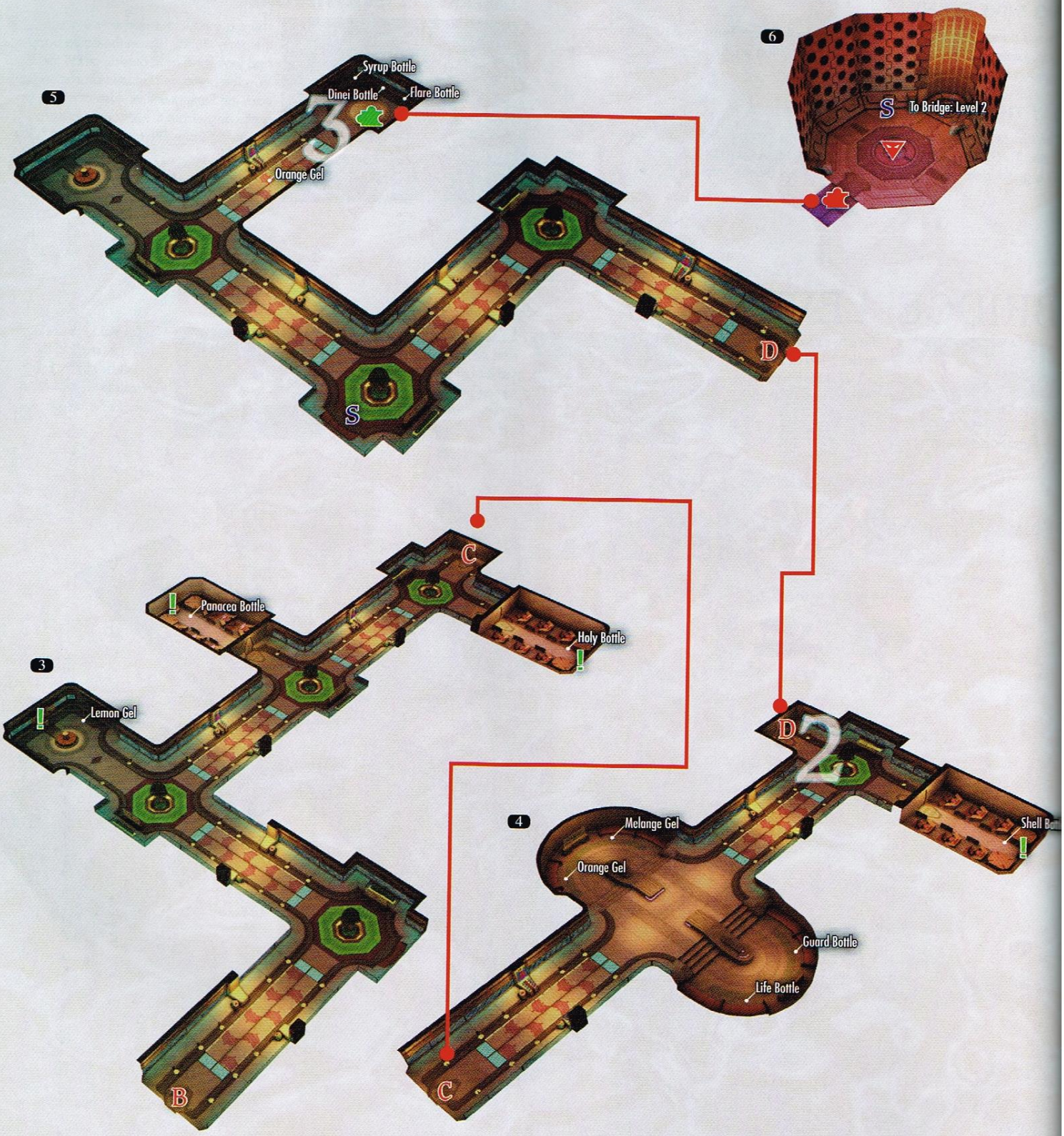
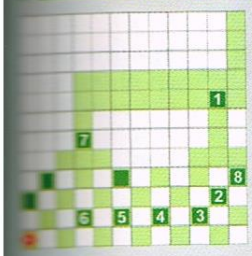
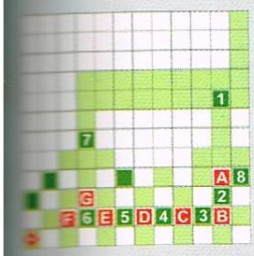

6
To Bridge: Level 2
S
5
Syrup Bottle
Dinei Bottle
Flare Bottle
Orange Gel
S
D
C
Panacea Bottle
Holy Bottle
3
Lemon Gel
D
2
4
Melange Gel
Orange Gel
Guard Bottle
Life Bottle
C
B

PUZZLE BOOTH SOLUTION



The party must carefully push several blocks into holes to complete the path to the exit. Be very careful. One wrong push ruins the solution and forces a reset.



Step 1: Push block 1 into spot A.

Step 2: Push block 2 into spot B.

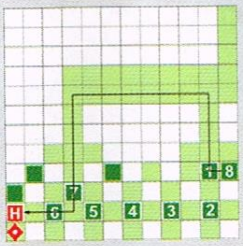
Step 3: Push block 3 into spot C.

Step 4: Push block 4 into spot D.

Step 5: Push block 5 into spot E.

Step 6: Push block 6 into spot F.

Step 7: Run all the way around and push block 7 into spot G.



Step 8: Pull block 8 away from the wall and then push and pull it around the outside to spot H.

PREPARING FOR BATTLE

Drop Senel from the battle party for once. Jay, Chloe, Will, and Norma are ideal. Turn all Fire eres off and leave any Ice eres on. The primary boss resists the Fire element, but has a weakness to Ice. Also, take a moment to create Jay's Fallen Idol compound eres and assign it to a button. It requires Dagger + Ice Storm + and another eres (preferably Wraith Ice for the Ice Down effect). Chloe can create Ursa Rage with Alpha Tempest + Tiger Blade + another eres, which helps with the secondary boss.

There are multiple ways to go about this battle depending on which character is leading the party. One strategy is to control Jay and use Climax Mode at the start of the battle to eliminate Fear Bear X. It's a powerful creature, but it doesn't have much HP. However, it's something of a waste, since it does nothing to help with the tougher enemy, Melanie. It's best to push Melanie and Fear Bear X together before activating Climax Mode. Keep Fear Bear X targeted and order Chloe to attack constantly while Jay attacks with Fallen Idol + Ice Down. The party should still be able to defeat the Egg Bear, but also cause significant damage to Melanie.

Melanie is difficult to defeat even with Fear Bear X taken out of the picture. Keep a close eye on everyone and command Will and Norma to heal party members in trouble. Assault the boss with Jay's Fallen Idol or Wraith Ice, Will's Ice Arrows, Norma's Ice Wall, and Chloe's best attack. Use items to restore Jay's TP when it runs low, so he can continue pummeling Melanie with the expensive Fallen Idol compound eres.

Trap the bosses together and attack with Climax Mode to eliminate Fear Bear X.

Use Jay's Fallen Idol + Ice Down to finish Melanie off.

BRIDGE: LEVEL TWO

1

The party must acquire a Card Key from Cashel to unlock the door to the next floor. The party runs off to Map 2 after an encounter.

2

Chase Cashel around level two. The area is one big circle, so just follow the path clockwise. There are short events periodically along the path.

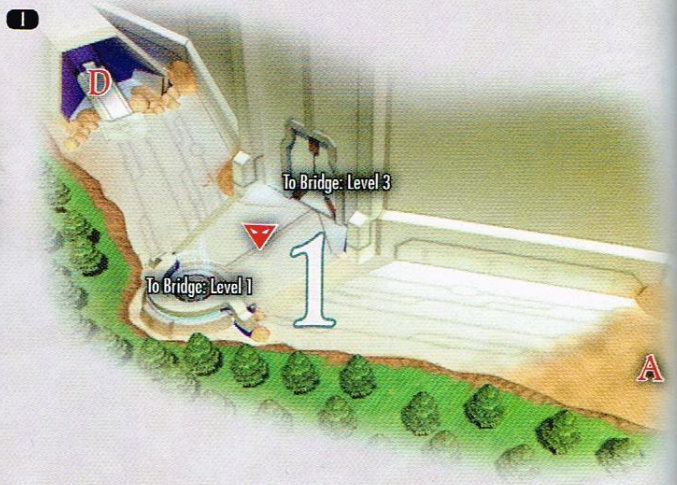
3

Take a moment to save on Map 4 if desired. The party is nearly ready to fight the boss. This is also a good spot to prepare for the coming battle.

ENEMIES

4

1



3

2

PREPARING FOR CASHEL

Jay, Senel, Will, and Norma make a great party for this battle. Turn off all attack-type crystal eres other than Will's Flame Blade and Norma's Fire Storm. Jay should still be equipped with the Fallen Idol + Ice Down. Rebuild the attack so it's Fallen Idol + Fire Down (Dagger + Ice Storm + Flame Dagger) and assign it to Senel's shoulder buttons, so he can order Jay to use it at a moments notice. Senel should be equipped with Avalanche Drop (or his best throw). Also make sure the Climax Gauge is full before leaving the map.

Cashel is actually easier to defeat than Melanie. He has a weakness to Fire elements, so the party should be decked out with Fire eres only. Begin the battle by surrounding Cashel with Senel and Jay. Use Climax Mode immediately. Pound away with Senel and order Jay to attack with Fallen Idol at least twice. This should cause significant damage and lower Cashel's Fire resistance even further. Keep an eye on the enemy, and use Senel's Avalanche Drop whenever he hits the ground (especially after the Climax Combo).

The rest of the battle is fairly simple. Watch for Cashel to use his Dissolution One eres. He throws his weapon and takes a pose, which leaves him wide open and vulnerable to Jay's Fallen Idol. Punish the boss a few more times to finish the fight.

Attack with Climax Mode and Fallen Idol immediately.

Watch for Cashel's Dissolution One eres and counterattack.

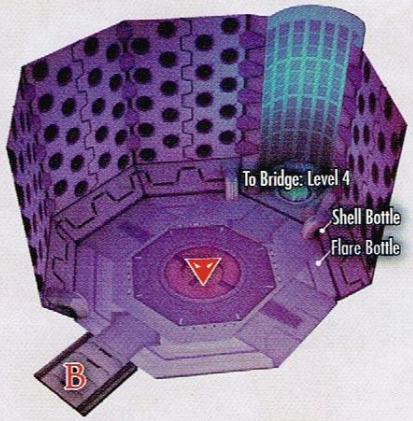
BRIDGE: LEVEL THREE

Fortunately there's a health point and save point on Map 1. Take a break. This is a great spot to work on mastering techniques for all of the characters.

Take a moment to prepare for the next boss at the top of Map 2.

ENEMIES

3



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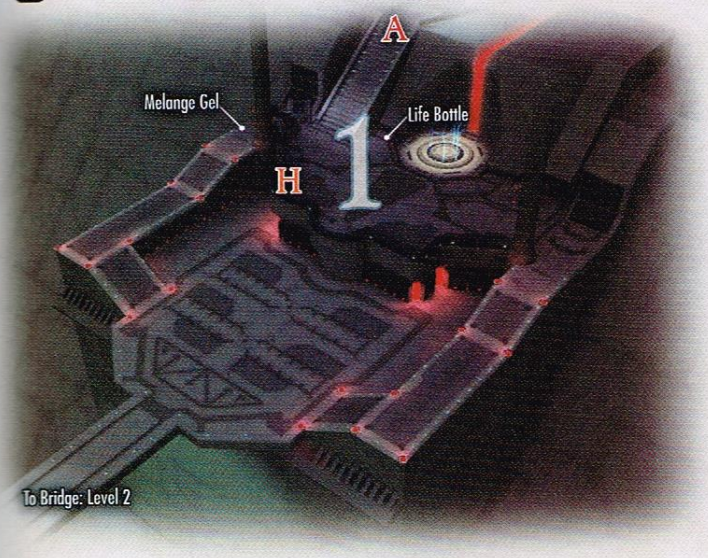


2

PREPARING FOR BATTLE

The party shouldn't change for the next boss. The only minor adjustments relate to Will and Norma. Turn on Will's Thunder Blade and Norma's Thunder Arrow if they're available. Shut off Norma's Grave and Will's Stone Blast. Also equip Senel with the Doom Charm dropped by the previous boss.

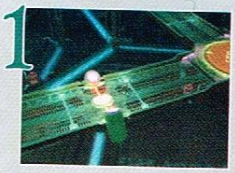
Stingle is a very powerful swordsman. His attacks can be devastating. Pay very close attention to his actions and guard whenever an exclamation point appears over his head. Jay takes a beating throughout the fight, so keep an eye on his health. Use items to keep him in the fight if possible. Don't rely solely on Will and Norma's ability to heal.

There's a simple trick to this battle. First, block whenever the boss is preparing to attack. Defense is critical. Second, use Climax Mode when the boss is just below half health. When Stingle reaches half health he begins throwing in an instant death attack, which can be overwhelming. Have Jay pound on Stingle with Fallen Idol while Senel and the others assist. Use a Climax Combo at the end and follow with Senel's Avalanche Drop if Stingle manages to survive. Switch Jay's attacks off so he can only use Dagger and order him to stay back. Senel, equipped with the Doom Charm, can go toe-to-toe with Stingle until the last bit of Stingle's health is drained.

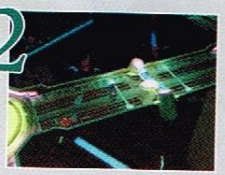
Defend against Stingle's powerful sword attacks.

Use Climax Mode once Stingle's health is a little more than half gone.

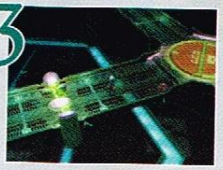
BRIDGE: LEVEL FOUR



A red energy barricade prevents the party from reaching Map 3. Activate the three switches scattered around the map to disable the barricade. Each switch must be examined until it turns red, the color of the barricade.

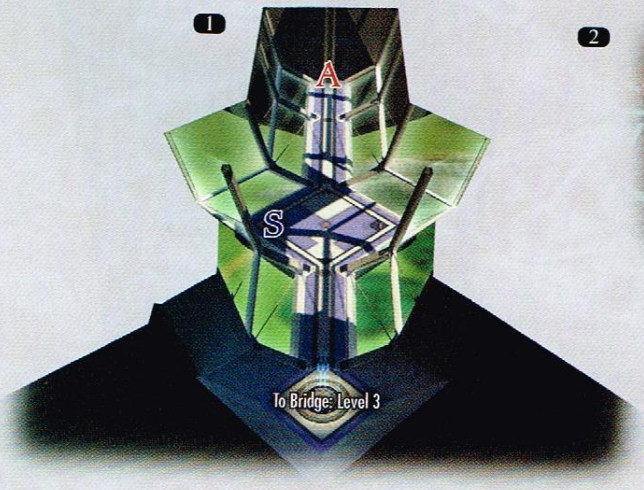


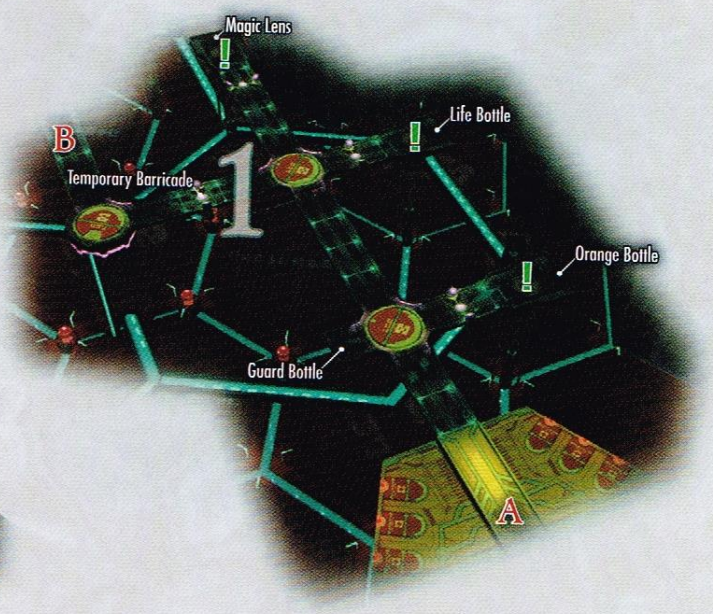
The energy barricade on Map 3 is blue. Flip the four switches on this map to blue to clear the path.



There are only two switches on Map 4. Turn them green to lower the barricade. Don't leave the map without saving, healing, and preparing for the last boss.

ENEMIES



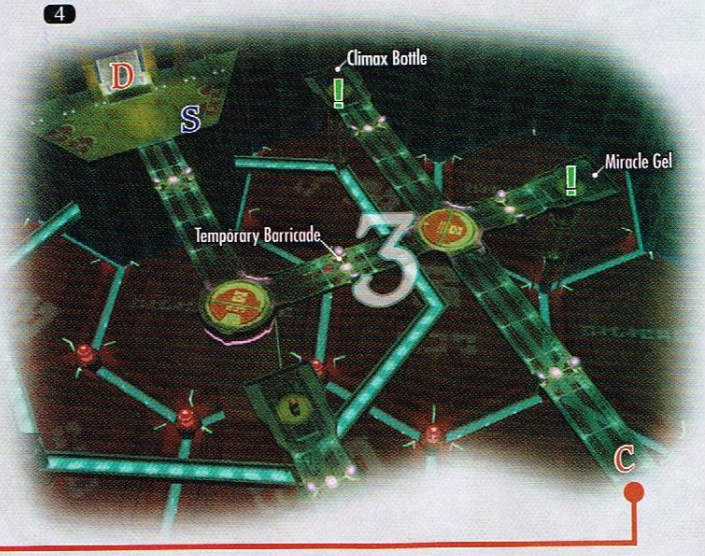


5

PREPARING FOR BATTLE

Stick with the same battle group. Earth eres are most effective against the next boss, but the party is lacking in Earth elements. It's more important to turn off any Lightning eres like Will's Lightning and Norma's Thunder Arrow. Also, make sure the Climax Gauge is full before entering Map 5.

4



3

Vaclav is powerful, but should prove easier than some of the Terrors. Use Climax Mode as soon as Jay and Senel are next to Vaclav. Pummel the boss with Jay's Fallen Idol while the rest of the party assists and finish with a Climax Combo. Fallen Idol should cause significant damage and lower Vaclav's Fire resistance (assuming the attack hasn't been altered). Immediately attack Vaclav with Senel's Avalanche Drop before he can stand. The boss should already be seriously wounded and his lowered Fire resistance makes him an easy target for Will, Norma, and Jay. Keep an eye on Senel and Jay throughout the battle. Vaclav's attacks are very damaging, so one or both characters may take a serious beating and may be in need of immediate attention.

Attack with Climax Mode and Fallen Idol at the start to punish the boss and lower his Fire resistance.

Follow up with Fire eres like Flame Dagger, Fire Storm, and Flame Blade.

AWAKENING

WERITES BEACON

1

Senel starts off alone in the northwest corner of the city. This might be a bit confusing at first, since it's a new area within the city. Accompany Harriet to Will's home, which is to the south.

2

Senel must deliver items to the other party members. They're scattered around town. Stop at the Dreaming Traveler, the local inn, to find Norma.

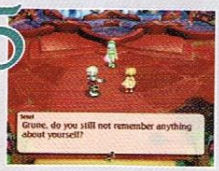
3

Travel to the hospital that's west of the plaza to find Chloe.

4

Visit the bandit camp at the north end of town to find Moses.

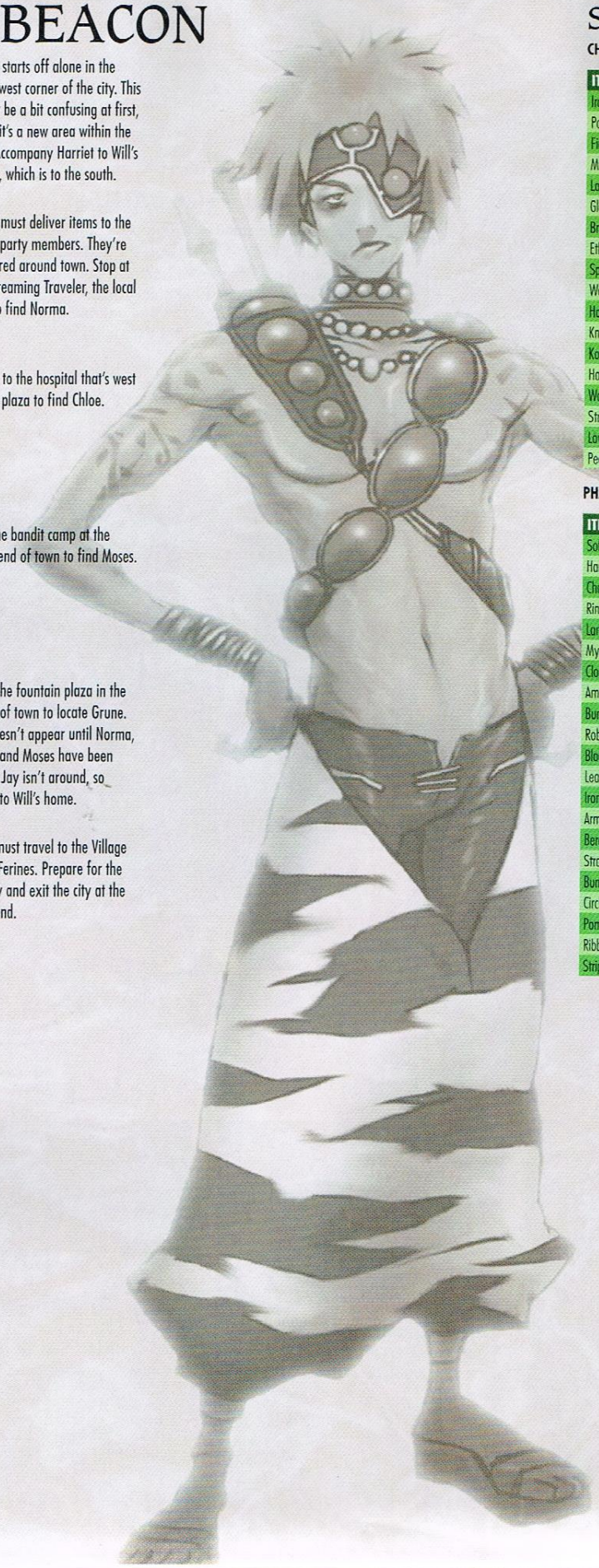
5



Go to the fountain plaza in the center of town to locate Grune. She doesn't appear until Norma, Chloe, and Moses have been found. Jay isn't around, so return to Will's home.

6

Senel must travel to the Village of the Ferines. Prepare for the journey and exit the city at the south end.



SHOPS

CHAMPION (WEAPONS)

ITEMS	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Straw	800
Love Straw	1,200
Peepit Straw	3,000

PHALANX (ARMOR)

ITEMS	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Armet Helm	300
Beret	150
Straw Hat	240
Bunny Ears	1,000
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Striped Ribbon	700

RED PEPPER (GROCERY)

ITEMS	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Egg	50
Ham	60
Tuna	80
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	180
Chicken	160
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Sauce	40
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Oil	100
Baking Powder	80
Mushroom	120
Pepperoni	50

CRAFT STOP (TOOLS)

ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Talisman	8,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

DREAMING TRAVELER

ITEM	COST
Rest	100

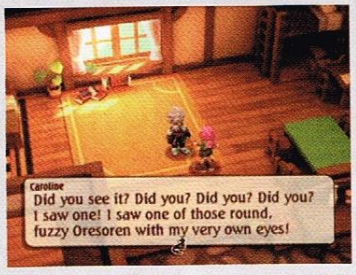
THE 28TH WONDER BAKER

Check inside the Get Ready and Craft Stop building to find a spinning drum on a stack of boxes. It's Mimi! She's left a Melon Bread recipe behind.

UPGRADES

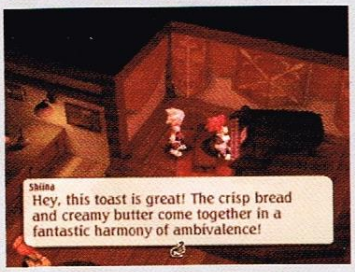
The local shops have received new shipments. Check them out before leaving town. There's new and better equipment for nearly all of the characters.

CAROLINE (SIDE QUEST)



Look for Caroline's home in the southeast area of Werites Beacon. Speak to her before leaving town. She mentions having seen an Oresoren. This may seem insignificant, but it's essential to her side quest.

SHIINA'S (SIDE QUEST)



Visit the inn's basement and look for a man named Shiina playing the piano at the north end. Shiina is a composer with an empty stomach. He allows the player to review music from the game, but his song selection is very limited. Bring him different types of bread, made by the player, as he requests them to unlock additional songs.

THE VILLAGE OF THE FERINES

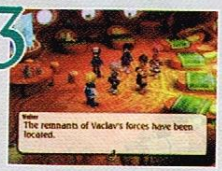
PATH TO THE VILLAGE OF THE FERINES

Travel south from Werites Beacon to find a shoal along the coast. Cross the shoal to reach a road. Follow the road across the bridge and head south to find the Village of the Ferines. The enemies around Werites Beacon haven't changed, but things get more challenging once the party reaches the shoal. Be ready for battle.

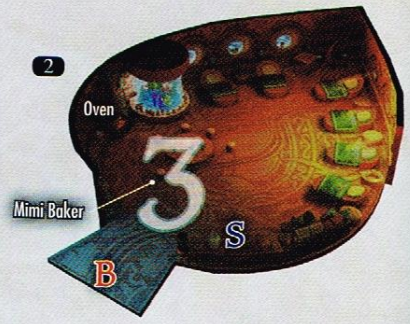
There are two chests near the Village of the Ferines. The first is on the peninsula to the west. The second chest is located on a different peninsula due south of the village.

Enter the village and explore the area once the initial events are complete. When you are ready you can sleep to advance the story.

Go to the north end of town during the night.



Exit the village in the morning and head north to Hidden Fortress.



THE 28TH WONDER BAKER

Look for a giant chess piece inside of the inn. It's Mimi! She rewards the party with the Muffin recipe.

SHOPS

SHY PEDDLER

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Heavy Hands	1,500
Holy Bracers	3,000
Mythril Bracers	5,000
Claymore	2,400

ITEM	COST
Pile Driver	2,000
Silver Straw	1,800
Peepit Straw	3,000
Mythril Armor	3,000
Bunny Dress	3,000
Scale Robe	1,800
Duel Helm	800
Bunny Ears	1,000
Striped Ribbon	700
Butter	30
Egg	50
Hot Dog Bun	80
Sausage	60
Cabbage	60
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Custard Cream	100
Chocolate	150
Oil	100

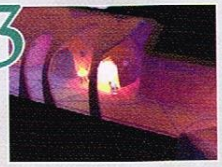
HIDDEN FORTRESS

PATH TO HIDDEN FORTRESS

It's time to backtrack. Follow the road back to the north. Look for a narrow valley, which leads to a Duct and a cave. The cave is where the Hidden Fortress is located.

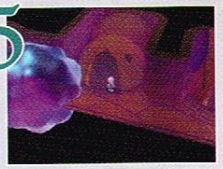
The dungeon is easy to follow to the Puzzle Booth. The only oddity is that the halls run over and under each other, which can be a little difficult to navigate. Look for stairs that allow the party to go up or down a level when searching for an entrance.

The door connecting Maps 4 and 5 is locked tight. Search the cells to find a key for the door. This is the party's last chance to save in this dungeon, so use the save point before leaving the room.



Some of the cells contain treasures, but others are booby trapped and ready to explode. Avoid cells marked with booby trap icon.

Mystical circles move back and forth along some halls. These sentries trigger an alarm if they make contact with the party, which shuts and locks some doors. Shut the alarm off again by examining the glowing red ball of energy that appears near the map's entrance (alarm reset icon). Duck into cells and hallways to avoid the sentries as they patrol.



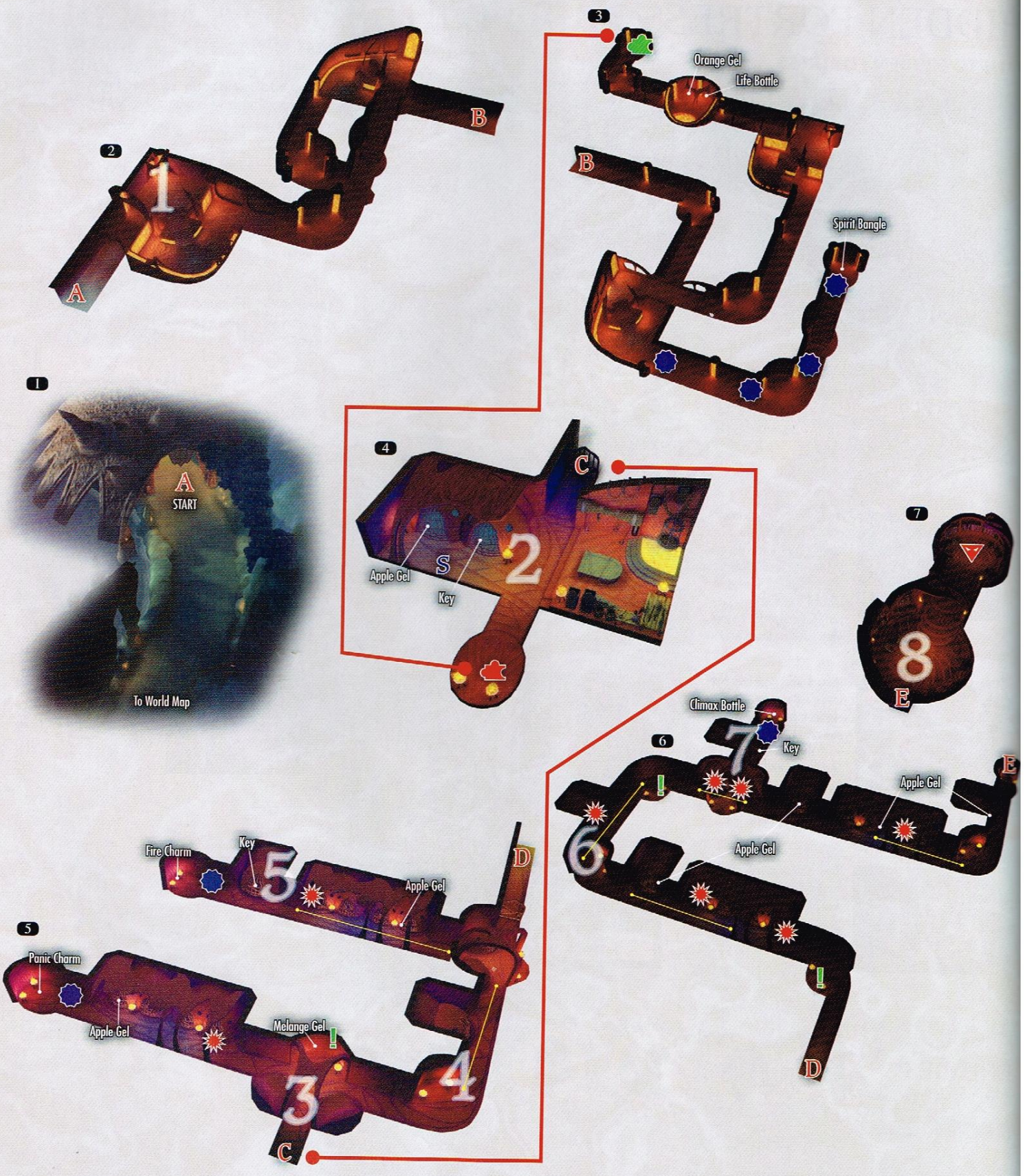
The key for Map 5 is found in the last cell in the second hallway.

The cell in this hallway is trapped. Walk through the sentinel to avoid the trap, since a reset switch is just around the corner.

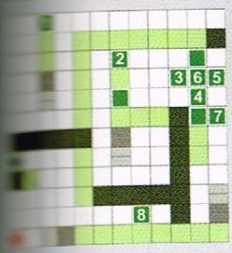
Duck into the hallway past the second alarm reset to find the key from Map 6.

Prepare to fight at the start of Map 7. Go to the back of the room when ready. Backtrack out of the base after the battle.

ENEMIES


1
A
START
To World Map
2
1
A
B
3
Orange Gel
Life Bottle
B
Spirit Bangle
4
C
Apple Gel
S
Key
2
5
Fire Charm
Key
5
D
Apple Gel
Panic Charm
Apple Gel
Melange Gel
!
3
4
C
6
Climax Bottle
7
Key
E
Apple Gel
!
6
Apple Gel
!
D
7
8
E

PUZZLE BOOTH SOLUTION



The meat of this Puzzle Booth is concentrated in the collection of blocks on the right side. The party must shift the blocks to create a path to the switch and Duct.

Step 1: Move block 1 to spot A, then use the nearby stairs to reach the second set of stairs.

Step 2: Move block 2 to spot B.

Step 3: Move block 3 to spot C.

Step 4: Move block 4 to spot D.

Step 5: Move block 5 to spot E.

Step 6: Move block 6 to spot F.

Step 7: Move block 7 to where block 6 sat a moment before.

Step 8: Move block 8 to spot G.

Step 9: Stand on spot H and shoot the switch. Ignore the reflector.

PHYNX & DARK FORCE

Norma has likely been waiting to use her Dark Force crystal eres for some time now due to a lack of Phynx Sculptures. The same may be true for Will's Freeze Lancer. There are plenty of Phynx in this dungeon. Make sure both eres are learned before leaving.

MANDRAKES

Beware of Mandrakes. Their Extension eres is a powerful attack that can cause Instant Death in addition to major damage. It's a slow attack that's easily avoided in most cases, but CPU controlled characters are vulnerable. Make sure at least one character is equipped with the Doom Charm to prevent the effect from wiping the party out. Norma's Silence can also be used to nullify the threat.

PREPARING FOR BATTLE

Senel, Chloe, Will, and Norma form a solid party for the coming boss fight. Chloe is the only one that needs some adjustment. Create the Wolf Rising compound eres (Ram Strike + Eagle Rising + another eres) and assign it to one of Senel's shoulder buttons. Don't bother putting her in the lead position. It's actually better to leave Senel in charge and call on her when necessary.

The Galves are powerful enemies, so watch everyone carefully throughout this fight. Act fast. Drive the enemies together so they're stacked and can be hit simultaneously. Activate Climax Mode immediately and finish with a Climax Combo. Senel should follow up with Avalanche Drop. Force the enemies together again and surround them, or pin them in the corner. Go berserk. Use a chain of eres and order Chloe to attack as Senel's eres are ending. Her Wolf Rising can be used to help keep the enemies pinned in a corner, since it counters the Galves' attacks, but Gambit or Sword Rain Tiger works best if the enemies are pinned between the fighters. With a little luck the duo of Senel and Chloe can keep the bosses pinned down and out of the fight.

Pin the bosses between Senel and Chloe.

Use Chloe's Wolf Rising to counter the enemies' attacks and inflict status effects.

ALTAR OF THE SEA

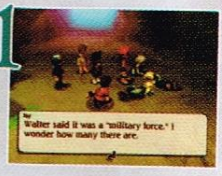
PATH TO ALTAR OF THE SEA

The Altar of the Sea is far to the north. Follow the road northeast across the rivers, through the clearing, and then up the coast to find the small cave.

There's a chest along the way. It's located just to the east of the road near the north end.

Many new enemies line the road to the Altar of the Sea. The most significant is the Grandantula, a Dandarantula. This is the first time the party can hunt Dandarantulas freely, so make sure Norma has a chance to learn Resurrection and Thunder Arrow if she hasn't already.

1



The path to Map 6 is simple, but the dungeon is very dangerous. Enter fully healed and ready for battle.

2

Save and prepare for the boss on Map 5 before advancing to Map 6.

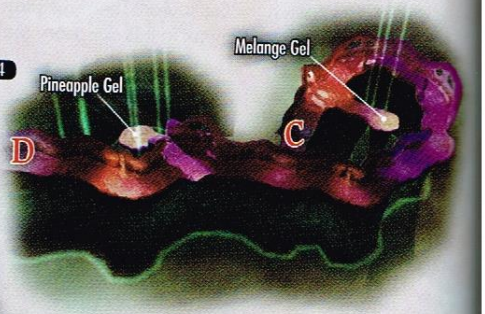
3

Climb to the top of the stairs after the boss. There's one more battle ahead, but it can't be worse. Don't bother wasting items.

6

5

4



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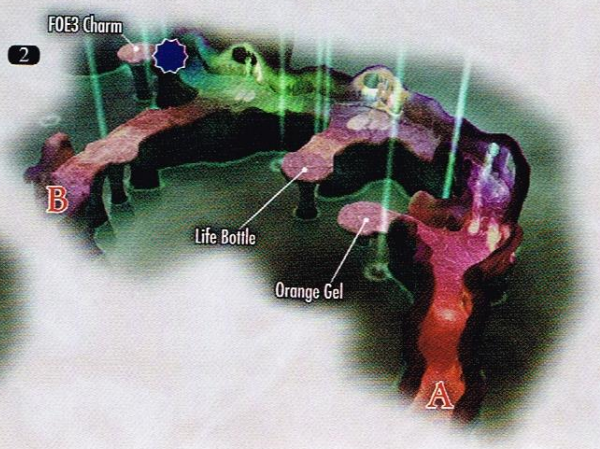
2



1

COUNTERING RESISTANCES

Fire, Curse, and Earth eres should be shut off in this dungeon. Fire is particularly bad, since it heals the Keripes Elements. Ice eres should be turned off whenever the party faces an Icicle Zephyr, but Ice is too effective against other enemies to shut down Ice eres the entire time.

PREPARING FOR BATTLE

Place Jay in the party and remove either Chloe or Moses. Build Jay's Tragic Gale compound eres (Ghost Blade + Silent Reaper + another eres) and assign it to a button or shoulder button. Pay close attention to how Tragic Gale is built. Jay's compound eres can lower an enemy's resistance to a specific element. The effect should compliment Will and Norma's most powerful crystal eres. Shut off any non-complementary attack-type eres.

ERES STONES

Dragons and Divas roam this dungeon. The party is likely desperate for some Dragon and Diva sculptures, so Will can learn Thunder Blade, Icicle Volt, and Cure. The Lava Dragon and Des Diva aren't common enemies though, so hunting them can take a very long time. Try to at least collect 245 Dragon sculptures before facing the boss, so Will can use the powerful Cure eres.

Jay and Senel make a great team in this battle. Jay's Tragic Gale lowers the enemy's resistances and tends to knock the boss over. This presents Senel with an opportunity to use Avalanche Drop or perhaps even Rending Earth. Will and Norma can sit back safely and bombard the enemy with eres. Use Climax Mode at the start of battle once Jay and Senel have closed in on the boss. Attack the boss with Tragic Gale one time to lower the enemy's resistances. Then focus on Jay's attacks that compliment the Tragic Gale's effect. Pin the Zephyr between Jay and Senel and order Will or Norma to continuously bombard the boss.

Use Jay's Tragic Gale to lower the boss' resistance...

...then attack with the complimentary element.

WERITES BEACON

1 Proceed downstairs and exit the inn.

2 Travel to the north end of town and find the lighthouse.

3 Enter the lighthouse.

SHOPS

CHAMPION (WEAPONS)

ITEMS	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Straw	800
Love Straw	1,200
Peepit Straw	3,000

PHALANX (ARMOR)

ITEMS	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Witch's Dress	4,000
Robe	200
Bloody Robe	940
Leather Helm	140
Iron Helm	220
Armet Helm	300
Mythril Helm	1,600
Beret	150
Straw Hat	240
Bunny Ears	1,000
Witch's Hat	1,300
Silk Hat	1,300
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Striped Ribbon	700
Pretty Ribbon	1,200

RED PEPPER (GROCERY)

ITEMS	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Egg	50
Ham	60
Tuna	80
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	180
Chicken	160
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Sauce	40
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Oil	100
Baking Powder	80
Mushroom	120
Pepperoni	50

CRAFT STOP (TOOLS)

ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Talisman	8,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

DREAMING TRAVELER

ITEM	COST
Rest	100

MCKENZIE & BERRY (SIDE QUEST)

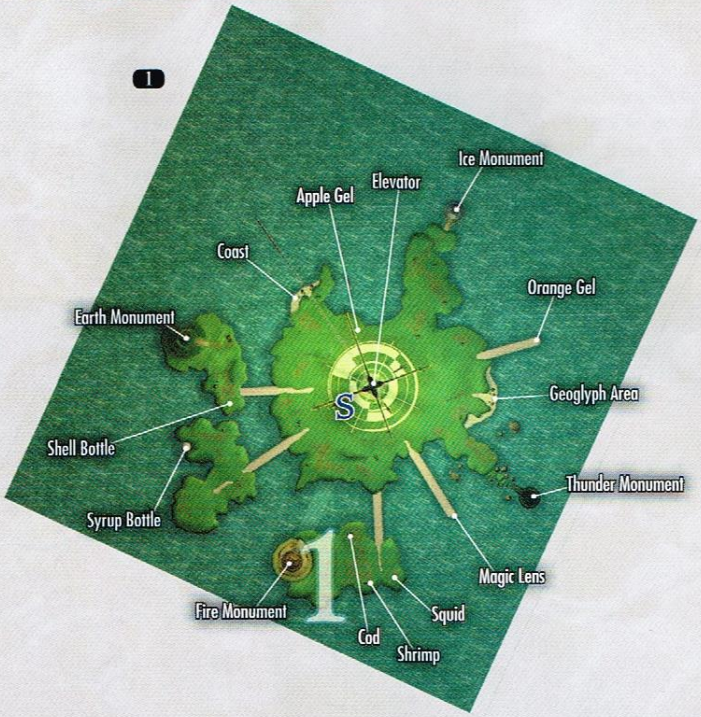
Stop in the heart-shaped house of McKenzie & Berry on the east side of town before going to the lighthouse. The event that occurs is part of a larger side quest. Don't miss out. It's only available for a short time.

The Fallen Lands

The Quiet Lands

The party must explore four monuments to discover the Quiet Lands' secrets. Begin with the Fire Monument to the south.

1

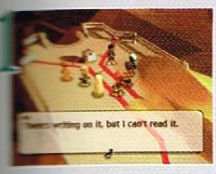


ELEVATOR

The party can return to Werites Beacon at any time. To do so, walk onto the elevator in the center of the Quiet Lands and examine the control panel at the back.

Fire Monument

1



The party begins at this console. Norma has the key. Cross the bridge and continue deeper into the monument.

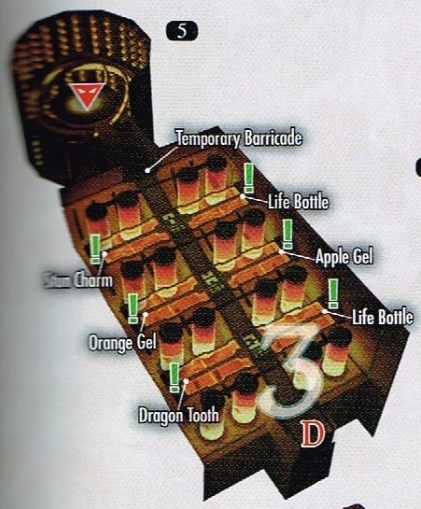
2

The path through this room twists and turns wildly, but there's only one route from the start to the finish. Along the way the party encounters three crystals. Each crystal triggers an event.

3

A strange barrier prevents the party from reaching the boss. There are six switches in the room, three on each side. Turn on all six and then examine the barricade to remove it. Proceed to the back of the room ready to fight.

5



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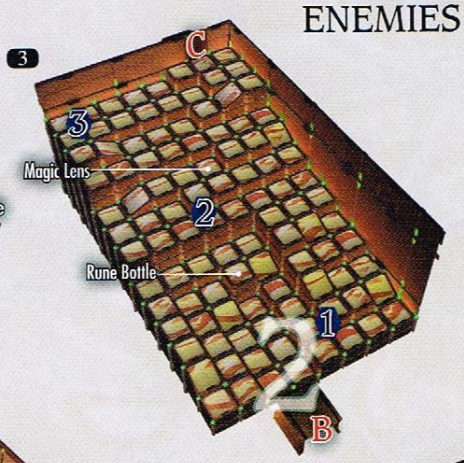

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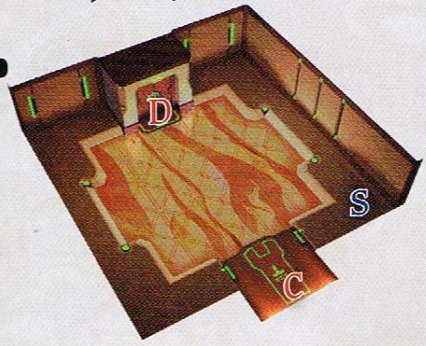


2

ENEMIES

1

NO FIRE

Fire resistant creatures inhabit the Fire Monument, so shut all Fire eres off. Also shut off Sea eres, since Aqua Hoppers resist the Sea element. Ice is especially effective here, so limit the party to Ice based eres.

PREPARING FOR BATTLE

Senel, Will, Grune, and Jay form a good party for this battle. Jay, Will, and Grune all have powerful Ice eres that are particularly effective against the boss. Limit them to those attacks. Senel should be able to create the Dag Surge compound eres (Avalanche Drop + Twin Demon Fist + another eres). Assign it to a button before the battle.

Be aggressive from the start. Charge the boss and attack while commanding Will and Grune to bombard the beast with Ice eres. Guard against the enemy's attacks whenever possible, but remain tenacious. Senel and Jay can't surround this boss, so both characters are likely to take a pounding. Watch them carefully and use items to heal them if necessary. Don't wait for Will to save anyone, since he should be busy casting offensive eres. Initiate Climax Mode once half of the boss' HP has been depleted. The party should be able to finish off the Volcano Gaet, or come very close to it. Attacking late with Climax Mode prevents the boss from using its best attacks.

Attack the boss with a barrage of Ice eres.

Wait to use Climax Mode until the boss' health drops below the halfway point.

COAST: ORESOREN CAMP

Return to the Coast after defeating the Fire Monument's boss and obtaining a tablet. The Oresoren have built a camp. The party can return to the camp at any time to rest or make purchases. Rest up and prepare to visit the Ice Monument to the north.

SHOPS

HUSTLING PEDDLER (PEDDLER)

ITEM	COST
Apple Gel	100
Orange Gel	200
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Scallop Gel	600
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Magic Lens	10
Mythril Bracers	5,000
Ether Sword	4,400
Holy Javelin	3,200
Peepit Straw	3,000
Mythril Armor	3,000
Witch's Dress	4,000
Scale Robe	1,800
Mythril Helm	1,600
Witch's Hat	1,300
Silk Hat	1,300
Pretty Ribbon	1,200
Scallop	120
Cod	100
Salmon	120
Shrimp	140
Squid	100

ICE MONUMENT

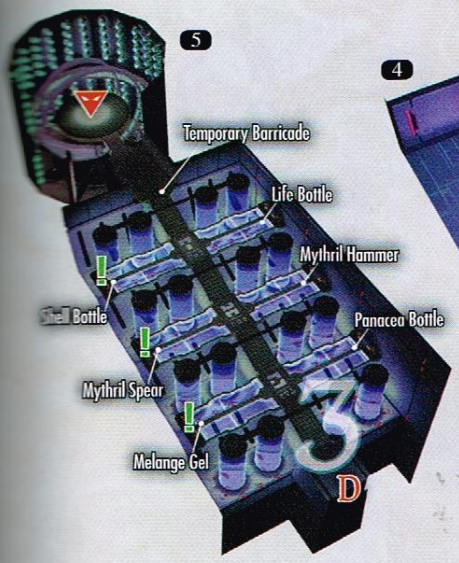
There's a brief event as the party enters the Ice Monument. Venture deeper into the monument after preparing the party to face Ice-based creatures.

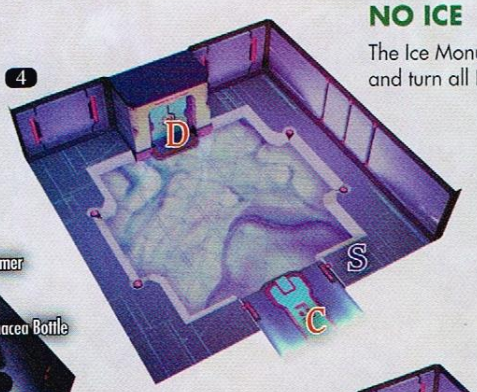
The Ice Monument is very similar to the Fire Monument. The third room features another twisting path with crystals that trigger events. The only difference is the icicles that periodically poke out of the ground. Run past the icicles between thrusts. Party members take damage if they're hit.

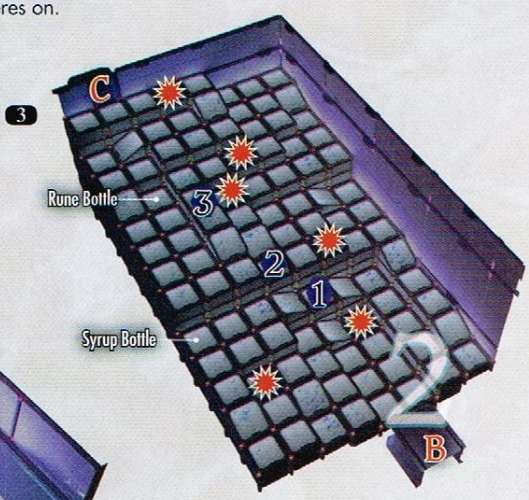
A barricade stands between the party and the end of the Ice Monument. Examine the three switches along the west wall; then check the barricade to remove it. Prepare for the boss before approaching the backroom.

The party acquires another tablet after the battle. Return to the Coast to rest and prepare for the Thunder Monument.

ENEMIES







NO ICE

The Ice Monument is packed tight with Ice loving creatures. Shut all Ice eres off and turn all Fire eres on.

PREPARING FOR BATTLE

The recommended battle party is only slightly different this time. Keep Senel with his Dag Surge. Will and Jay should also make the trip. Norma should take Grune's place for the moment. Limit Will, Norma, and Jay to Fire eres. Shut all other attack-type eres off. Also place Norma and Will's best Fire eres on shoulder buttons, so Senel can keep them casting throughout the fight.

This battle should be fought in the exact same manner as the previous boss fight. Be aggressive from the start. Charge in and unload with a stream of eres. Watch Jay and Senel carefully and use items to heal them if necessary. Don't count on Will or Norma, since they may be in the middle of casting an eres and unable to respond quickly. Wait for the boss' health to drop below fifty percent before using Climax Mode. Continue the assault with Fire eres and finish with a Climax Combo. The damage caused should finish the boss off or come close to it.

Bombard the boss with Fire eres.

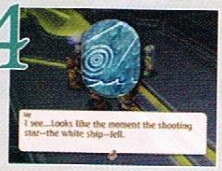
Use Climax Mode when the boss' health is a bit more than halfway gone.

THUNDER MONUMENT

1 The Thunder Monument is far to the east. Prepare to battle an assortment of Lightning-based creatures.

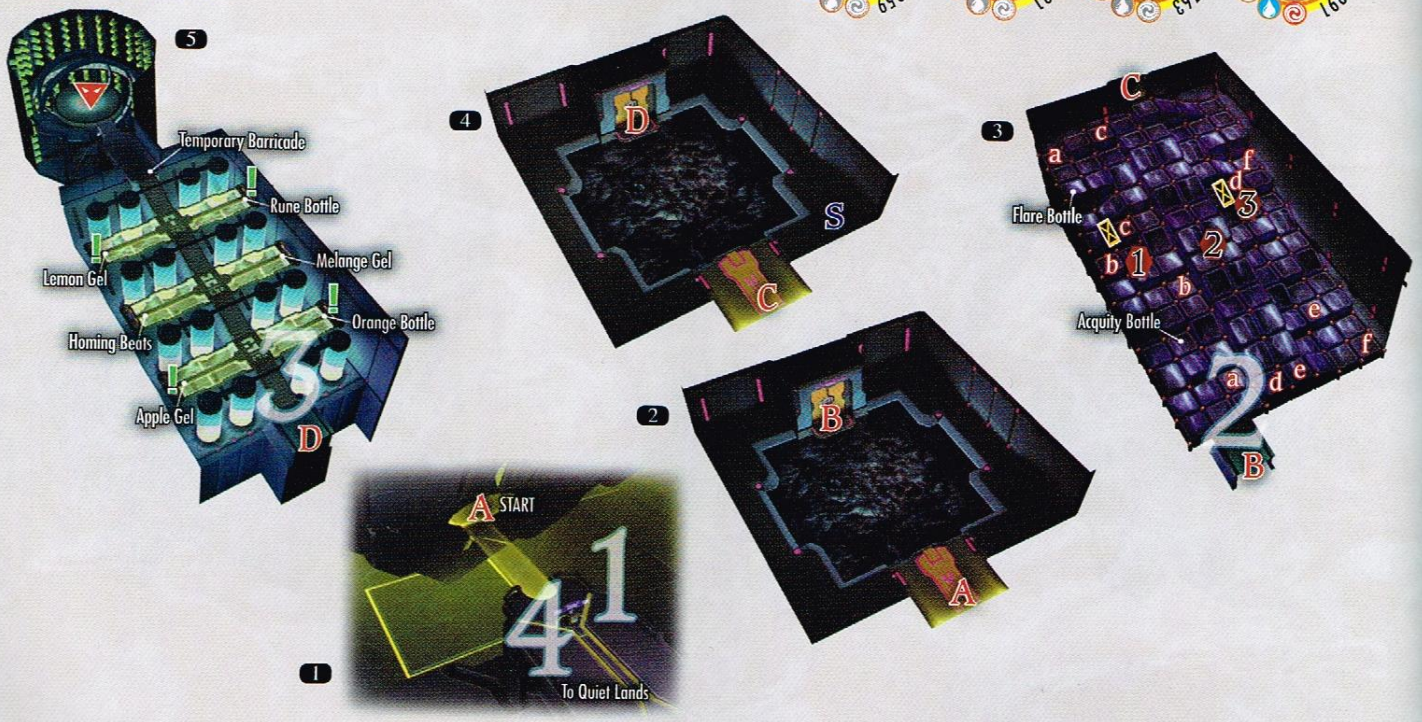
2 The third room is more complex this time around. There are swirling black portals scattered about. The party must travel through the portals to find the three crystals and the room's exit. The proper path is a, Acuity Bottle, a, b, Crystal, c, Crystal, e Crystal, e, d, exit.

3 Another barricade blocks the steps to the end of the monument. Activate the two switches at the front and the two switches on the back before examining the barricade. Ignore the switches in the middle of the room. Be ready to fight before advancing on the barricade.



4 The party receives the third tablet after defeating the boss. Return to the Coast to rest for the Earth Monument.

ENEMIES



NO LIGHTNING

The creatures inside of the Lightning Monument are resistant to the Lightning Element. Turn off all Lightning Eres while turning on all Earth eres.

PREPARING FOR BATTLE

Norma, Jay, Will, and Senel form a decent party for this fight. Norma's Rolling Stone is essential. Divas roam the monument in abundance if she's a few eres stones shy of learning the eres. Jay's Wraith Earth is also useful in the coming battle. Senel should remain the same. Will can keep the party healthy, but he can also be replaced by Chloe or Moses fairly easily.

The strategy remains the same, but the fight is a little tougher this time around. Norma and Jay are the only characters with decent Earth eres. Keep both characters active with Rolling Stone and Wraith Earth. Will is there for support, but he can aid the attack with his best Ice eres. Chip away at the boss until its health is more than halfway depleted. Initiate Climax Mode when the boss begins to dive underground. Finish off with a Climax Combo and the party may be able to end the battle without facing the boss' best attacks.

Lean on Norma and Jay's Earth eres to cause big damage.

Disrupt the boss' dive with Climax Mode and finish the battle.

EARTH MONUMENT

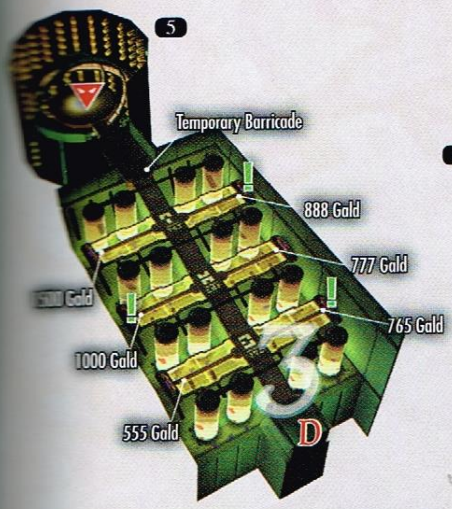
The Earth Monument is just south of the Coast on the west side of the island. Prepare the party to face a horde of Earth-based creatures.

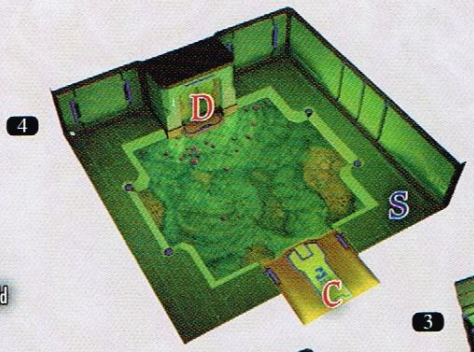
The third room tests the party's stealth once more. There are large red squares moving back and forth in some stretches. The party must avoid these sentries, or they're shot back to the room's entrance and forced to try again. The last two sentries are the trickiest. The first sentry moves two spaces while the second moves three. Wait for the first sentry to move to the right then run past it to the far left end of the second sentry's path. Wait for the first sentry to move to the left and move the party down to the right end of the first sentry's path. Wait for the second sentry to move back to the left before rushing past in on the right.

There's one last barricade to bypass. Trip the switch on the right in the first row, the switch on the left in the second row, and the switch on the right in the third row. Check the barricade to eliminate it. Don't approach the back room until everyone is ready to fight.

The fourth and final tablet appears after the boss fight. Return to the Coast once again.

ENEMIES





NO EARTH

Creatures within the Earth Monument are very resistant to Earth eres. Turn all Earth eres off while turning all Lightning eres on.

PREPARING FOR BATTLE

This is Will's time to shine. His Indignation and Thunder Blade eres are perfect weapons against the next boss. Senel, Jay, and Norma can join him in battle. Norma can use Thunder Arrow while Jay's Silent Lightning is equally effective. Assign Will's Indignation and Norma's Thunder arrow on Senel's shoulder buttons.

This is the final Sea Gaet battle. The strategy remains the same even though this boss seems a bit more aggressive than the rest. Bombard the enemy with Lightning eres at the start. Chip away at it until the boss' health is halfway gone. Engage Climax Mode and continue the assault finishing with a Climax Combo. Remember to watch the party's health throughout the battle and heal with items. Don't rely on Will or Norma to heal, since they should be busy casting offensive eres and may not act quickly enough.

Assail the enemy with Lightning eres.

Use Climax Mode when the enemy's health is below fifty percent.

GEOGLYPH AREA

1

Travel to the shining Geoglyph Area on the east side of the island. The party must place the four tablets into the geoglyph. Place them in the following order from left to right: Tablet 3, Tablet 2, Tablet 1, and Tablet 4.

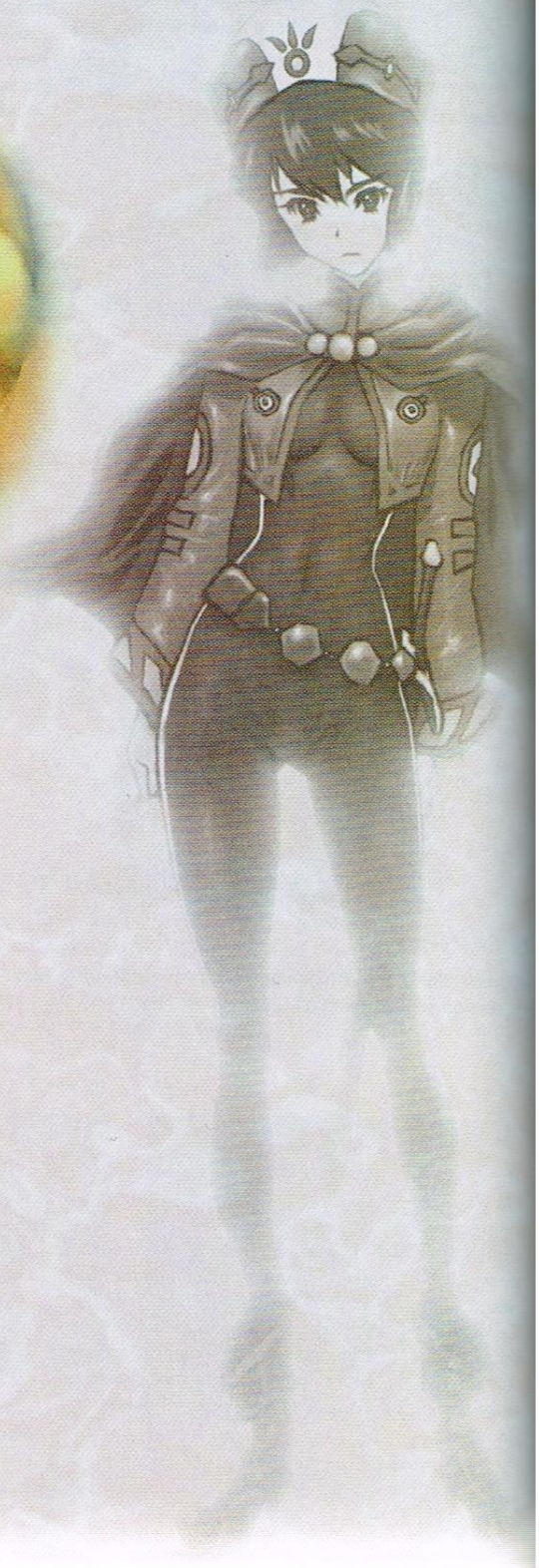
2

Return to the Coast and rest at the camp.

3

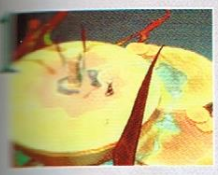
Go to the elevator when prompted.

1



Shining Blue

Mirage Palace



Follow the twisting path from the start of Mirage Palace to Map 4.

Map 5 is where it gets tricky. The glowing structures found on the next three maps act as transporters. Examine them and the party is instantly transported to a different location. The best method for clearing this area is as follows:

1. Grab the Flare Bottle and use transporter 1.
2. Collect the Doom Charm and Panacea Bottle from Maps 6 and 7 before using transporter 2.
3. Gather the Life Bottle, Pineapple Gel, and Dory on the way to transporter 3.
4. Empty the five chests on the way to transporter 4.
5. Take the Rune Bottle and advance up the path to the first boss.

The party faces the first boss upon entering the large gate on Map 7. Take a moment to prepare before advancing.

A health point and save point can be found on the east side of Map 10 after the boss fight. Save immediately and take time to retool the party for the enemies to come. Curse is especially effective through the remaining maps. Follow the narrow, thorn-covered path to the Puzzle Booth.

Each island features two or more transporters, which instantly transport the party to a different location when examined. The quickest path to the end is a, b, i, j. The a, b, c, d, g, e, f, a, b, i, j path takes longer, but allows the party to collect all of the items in the maze. Will offers to assist if the party takes too long getting through the maze. Turn him down, or Senel misses out on the "Palace Guru" title.

The health point and save point on Map 13 hints at what's to come. Take a moment to rest and save before moving forward. Also prepare the party to face the next boss.

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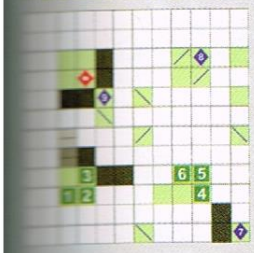
ENEMIES (MAPS 2~4 & 8)

ENEMIES (MAPS 5~7)

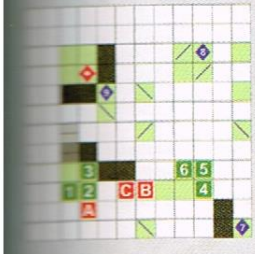
ENEMIES (MAPS 9~16)

PUZZLE BOOTH SOLUTION



Move the boxes off of the platforms and use them to create bridges. Shoot the reflectors at the proper angle to activate the three switches and open the Duct.

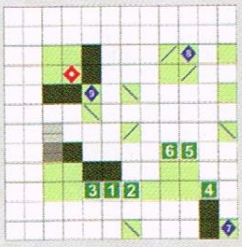
Step 1: Push boxes 1 and 2 off of the raised platform.



Step 2: Move box 2 to spot a. Pull box 3 out of the corner and push it off the platform where box 2 previously sat.

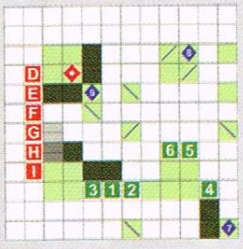
Step 3: Move box 2 to spot b and box 1 to spot c to create a bridge.

Step 4: Stand on box 2 and aim up/right. Shoot the reflector to activate switch 7.



Step 5: Push boxes 4, 5, and 6 off of the second raised platform.

Step 6: Stand on box 6 and aim up/right. Shoot the reflector to activate switch 8.



Step 7: Pull boxes 4, 5, and 6 around the left side of the room to spots D, E, and F.

Step 8: Pull box 1 to spot g and boxes 2 and 3 to spots H and I.

Step 9: Stand on box 1 and aim down/right. Shoot the reflector to activate switch 9 and open the Duct.

BACK TO CAMP

The tram can be used to return to the Quiet Lands at any time. The Oresoren camp remains on the Coast and the Elevator can carry the party back to Werites Beacon if desired.

ELEMENTS

The first part of the dungeon (Maps 2~4) features a jumble of elemental resistances and weaknesses. Fire, Earth, and Curse eres are fine, but Ice, Lightning, and Sea eres should be turned off for now.

The second part of the dungeon (Maps 5~7) has a limited selection of enemies. Curse is the only common weakness, but Obsidian Zephyrs are resistant to the element. Fortunately, the Obsidian Zephyrs are somewhat rare, so Curse can be used rather freely.

The third part of the dungeon (Maps 9~16) is much like the first part. Curse is a common weakness and some enemies have weaknesses to Fire and Earth. Shut o all Sea, Ice, and Lightning eres.

PREPARING FOR THE FIRST BOSS

Jay should take over as leader for the battle. Build his Tragic Gale + Ice Down compound eres (Ghost Blade + Silent Reaper + Wraith Ice) and assign it to a button. Will, Norma, and Grune should take the remaining spots in the battle party. Limit all three characters to Ice eres. Preferably Will's Icicle Volt, Norma's Blizzard, and Grune's Absolute.

Jay should take the lead in this fight. His Tragic Gale can be used to lower the boss' resistances, which is especially useful since this boss has no strengths or weaknesses. Use Tragic Gale at the start of the battle and reuse it whenever the Ice Down effect wears off. Meanwhile, command Grune, Will, and Norma to open fire on the Zephyr. Their attacks, especially Grune's, should quickly tear the boss to shreds. Jay can continue his assault with Wraith Ice. Use Climax Mode at any point in the battle. Using it at the start makes it a bit easier for Jay to lower the boss' resistance.

Use Jay's Tragic Gale + Ice Down to weaken the boss...

...then blast the Zephyr with Ice eres.

PREPARING FOR THE SECOND BOSS

Form a battle party from Jay, Grune, Norma, and Senel. Limit Grune to Bloody Howling and Norma to Dark Force. Build Jay's Fallen Idol + Curse Down compound eres (Dagger + Ice Storm + Shadow Reaper) and assign it to one of Senel's shoulder buttons. Equip Jay with the Chizakura due to its Curse attribute and limit his attacks to Shadow Reaper and Fallen Idol. Make sure all Sea eres a turned off.

Walter is far more powerful than the previous boss. He has a tremendous amount of HP and his attacks are devastatingly powerful. He's completely immune to Sea-based eres and attacks, but has a weakness to the Curse element.

Immediately order Jay to attack with Fallen Idol + Curse Down to further lower Walter's Curse resistance. Keep Senel between Walter and the crystal eres users. Attempt to pin the boss into the corner with Wyrm Crush and Beast followed with Rending Earth. Pay close attention to Senel and Jay's HP. They take a beating and need healing throughout the fight. It's best to have Norma's Revive on a shoulder button, so it can be called for repeatedly. Don't hesitate to use healing items when a character is in serious trouble, since Norma can be a little slow to respond sometimes. Climax Mode can be used at the start of the battle. There's no advantage to saving it.

Use Jay's Fallen Idol to lower Walter's Curse resistance even further.

Use Senel to keep Walter busy while the casters bombard him from a safe distance.

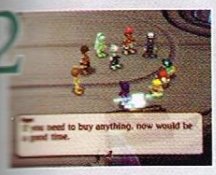
Some players may prefer to replace Jay with Chloe. Senel and Chloe can often pin Walter in the corner with a chain of eres. Use Senel's Wyrm Crush and Chloe's Sword Rain: Omega.

WERITES BEACON

1

Use the elevator to return to town, then head to the fountain plaza and choose to wait for the others.

2



Speak to the Oresorens to travel to the Wings of Light.

SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Straw	800
Love Straw	1,200
Peepit Straw	3,000
Strike Straw	6,000

DREAMING TRAVELER

ITEM	COST
Rest	100

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Rune Mail	4,400
Prereflex	5,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Witch's Dress	4,000
Robe	200
Bloody Robe	940
Silk Robe	3,000
Leather Helm	140
Iron Helm	220
Armet Helm	300
Mythril Helm	1,600
Rare Helm	2,000
Beret	150
Straw Hat	240
Bunny Ears	1,000
Witch's Hat	1,300
Silk Hat	1,300
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Blue Ribbon	440
Striped Ribbon	700
Pretty Ribbon	1,200
Star Circlet	1,600

RED PEPPER (GROCERY)

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parley	40
Egg	50
Milk	50
Ham	60
Tuna	80
Strawberry	100
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	180
Chicken	160
Hot Dog Bun	80
Sausage	60
Cabbage	60
Onion	80
Sauce	40
Mustard	50
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Apple	80
Oil	100
Baking Powder	80
Mushroom	120
Pepperoni	50

GET READY (TOOLS)

ITEMS	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Talisman	8,000
Stun Bracelet	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

THE 28TH WONDER BAKER

Check out the inn's basement. Look for a spinning milk carton next to the piano. It's Mimi! She rewards the party with the Crepe recipe.

She's not done yet! Pay a visit to the Red Pepper and Beacon Breads building. Look for a spinning tea kettle at the back of the shop. The party receives the Apple Pastry recipe.

NEW GEAR

Check out Champion and Phalanx before leaving the area. Phalanx is offering several new pieces of equipment. Norma can also pick up a new weapon at Champion. Don't forget to restock on baked goods and tools too.

BERRY & MCKENZIE (SIDE QUEST)

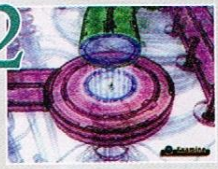
Stop by Berry and McKenzie's home on the east side of town for another event. This event can be seen from the time the party returns to Werites Beacon until they face the final boss.

WINGS OF LIGHT

1

Cross the wires and platforms to reach the Puzzle Booth on Map 4. Hit all of the chests along the way. Some excellent weapons and accessories can be found in this area.

2



There are ring-like transporters on some of the platforms ahead. Stand in the ring and examine the transporter to move up and down levels. The green paths are always on top and the purple paths are always on the bottom.

3

Save and rest on Map 10. This is the last chance to do so before the first boss.

4

Stop at the bottom of the ramp on Map 16 and prepare for the first boss. The battle begins as soon as the party reaches the top.

5

Take a break on Map 17. Use the health point and save the game. Prepare for the final boss.

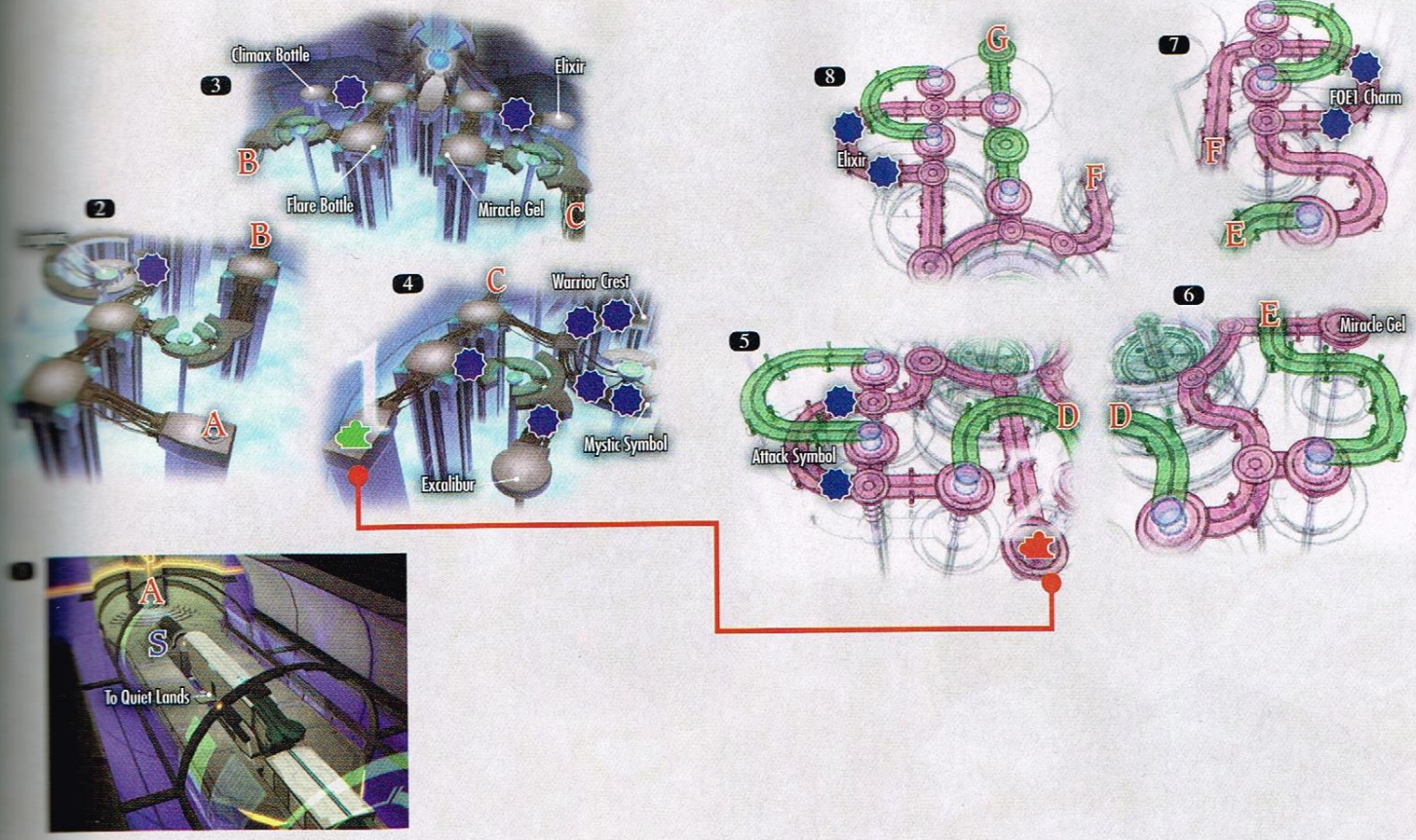
6

Return to the save point if desired. The party has been fully healed, so there's no need to backtrack to the health point. Approach the back of the room to face the final boss.

ENEMIES (MAPS 2~4)

ENEMIES (MAPS 5~8)

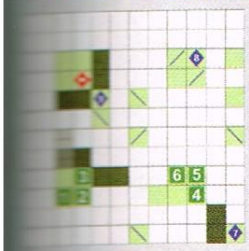
ENEMIES (MAPS 9~17)



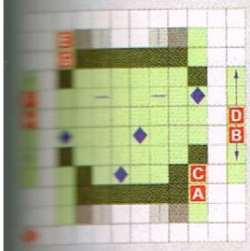
GOING HOME

The party can return to Werites Beacon at any time by examining the tram door.

PUZZLE BOOTH SOLUTION



The final Puzzle Booth is rather simple. Shoot the moving reflectors from the correct positions to activate the four switches. Senel receives the Puzzle Master title after solving this Puzzle Booth if he's finished all of the Puzzle Booths without resetting.



Step 1: Stand in spot a and shoot the moving reflector to the right when it's in spot b.

Step 2: Stand in spot c and shoot the moving reflector to the right when it's in spot d.

Step 3: Stand in spot e and shoot the moving reflector to the left when it's in spot f.

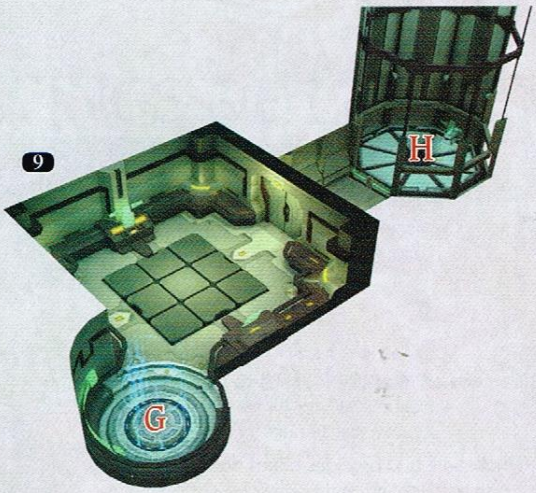
Step 4: Stand in spot g and shoot the moving reflector to the left when it's in spot h.

ELEMENTS

Fire and Sea are safe elements on Maps 2~4. Shut eres of any other element off for now.

Fire is the only element that's safe and provides bonus damage on Maps 5~8. However, the party can also use Lighting and Earth safely.

Fire is best on Maps 9~18. Sea also works well, but not against Paradise Peepit X. Shut Sea eres off whenever the Peepits make an appearance.



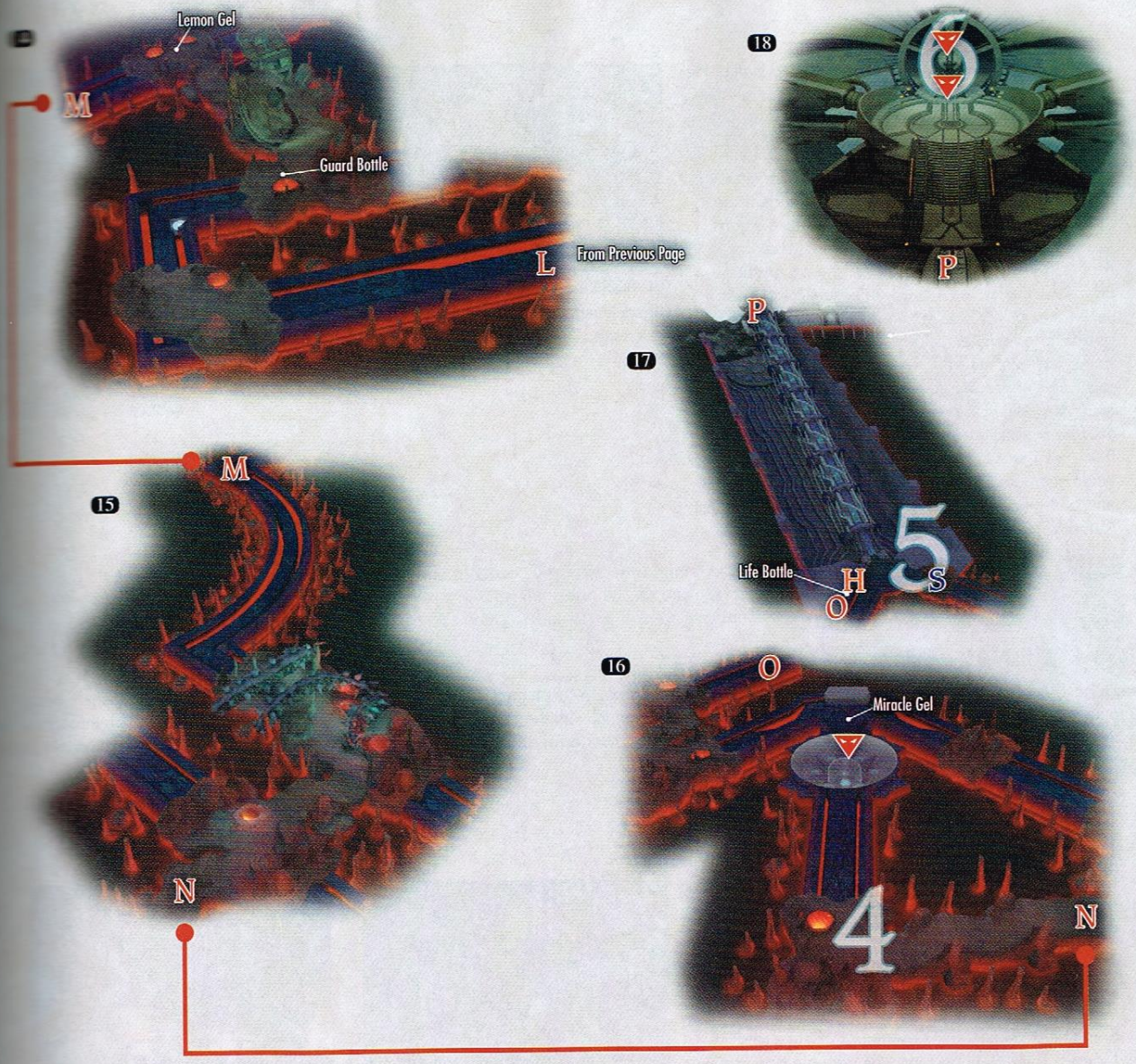
PREPARING FOR THE FIRST BOSS

Form a battle party from Senel, Will, Norma, and either Moses or Chloe. Create Senel's Demolition compound eres (Rending Earth + Wyrm Rush + another eres). Limit Will and Norma to their best eres and shut off any status attacks, since they're ineffective and wasteful. Will's Spread is useful, since it may knock the boss down and provide an opportunity for Senel to use his Demolition compound eres.

The Royal Automaton focuses on short range attacks, so the crystal eres users should be okay throughout most of the battle. Try to keep the boss surrounded or pushed into a corner, so it doesn't wander too far in either direction. Use Climax Mode the first time the boss thinks about using one of its eres. End it with a Climax Combo and follow up with Senel's Demolition. Keep a close eye on anyone next to the boss and be ready to heal. The party has faced tougher opponents, so this shouldn't be too difficult.

Use Climax Mode the first time the boss prepares to use an eres.

Keep the boss pinned down to protect the casters, but watch Senel's HP carefully.



PREPARING FOR THE FIRST AND SECOND BOSSES

There's no break between these battles, so the party that fights the first boss must battle the second boss. Senel should lead a party featuring Grune with Bloody Howling or Demon Lance, Norma with Dark Force, and Jay with Shadow Reaper and Fallen Idol + Curse Down. Ensure that all Sea eres are shut off, since they heal the boss. Also check Jay's equipment. He should be equipped with the Chizakura. Make sure the Climax Gauge is full too. Do not prepare for these battles until the party is a step or two from Map 18. The creatures in this area are resistant to Curse, so Jay, Norma, and Grune would be completely ineffective in random encounters.

Begin the fight with Jay's Fallen Idol + Curse Down to immediately lower the boss' Curse resistance, so Grune and Norma's Curse eres are more effective. Stay close to Maurits. Guard against his staff combos; counterattacking as each combo comes to an end. Doing so means Senel causes less damage throughout the battle, but it keeps him alive. Norma and Grune can handle the boss as long as Senel keeps Maurits busy. Focus on surrounding the boss or pinning him in the corner. Save the Climax Gauge. Climax Mode is much more effective in the second battle.

Lower Maurits' Curse resistance with Jay's Fallen Idol + Curse Down compound eres.

Focus on guarding against Maurits' staff combos while the ladies bombard the boss with Curse eres.

Maurits is far more powerful in the second battle. He uses a wide variety of eres that can rip through the party's HP in seconds. Limit Norma to healing duties by shutting all of her attack-type eres off.

Begin the battle with Jay's Fallen Idol + Curse Down to ensure Grune's attacks cause as much damage as possible. Defense is a key to this battle. Guard regularly to stop Maurits' staff combos. Look for Maurits to begin casting an eres and go on the offensive. He leaves himself defenseless for several seconds while casting an eres, which presents a good opportunity for a big combo. Keep Maurits as far from Grune and Norma as possible. Norma should be very busy casting heals after each of Maurits' spells. Don't rely on her too much. The party may be seriously injured by any of the boss' attacks. If so, use items to recover quickly. Elixirs are useful when someone is KOed. Save Climax Mode for the end of the fight. Wait until only a third or a fourth of Maurit's health remains. The party should be able to finish him off with a big combo and a Climax Combo at the end.

Attack Maurtis while he's casting and vulnerable.

Use Climax Mode and a Climax Combo to finish the boss off.

PREPARING FOR THE FINAL BOSS

Drop Jay from the battle party and add Moses or Will. Jay and Chloe are poor choices, because they suffer far too much damage and interfere with Senel's Beast Impact. Limit Norma to Revive, Resurrection and perhaps Cheerleader Taunt. Equip Senel with the Stun Charm accessory, or he'll be unable to do much throughout most of the battle. Build Senel's Nerifes Crush compound eres (Rending Earth + Beast + another eres) and assign it to a button along with Beast Impact. Make certain all Sea eres are turned off, since they heal the boss.

Use Climax Mode at the start of the battle. Doing so may allow the party to use Climax Mode a second time near the end of the fight. The player can also sacrifice Climax Bottles to artificially inflate the Climax Gauge much faster. Follow each Climax Combo with Senel's Nerifes Crush.

Senel must keep Nerifes away from Grune and Norma. They can't go toe-to-toe with the boss and survive. Use three punch combos followed with Beast Impact to knock Nerifes onto the ground. Senel can then follow up with the powerful Nerifes Crush for close to 2000 hit points of damage. Knocking Nerifes down also gives the party a chance to recover. Block often. Senel's attacks rarely stun Nerifes, so it's best to guard and then counterattack.

Nerifes occasionally forms a dark orb that hovers above the ground. He uses different eres attacks while in this form. Though the eres attacks are powerful, they're nothing when compared with his Wrath of the Sea eres. Nerifes launches into the air and slams into the center of the screen. The resulting explosion can wipe out crystal eres users and causes critical damage to iron eres users. Get as far to either side as possible while Nerifes is hovering in the air and the attack should miss Senel. With a little luck the other characters won't be caught in the blast. Quickly heal them with items if they fail to get out of the way.

Get to the side of the screen whenever Nerifes coils into a ball and hovers above the ground.

Use Beast Impact to flatten Nerifes and follow the attack with Senel's Nerifes Crush.

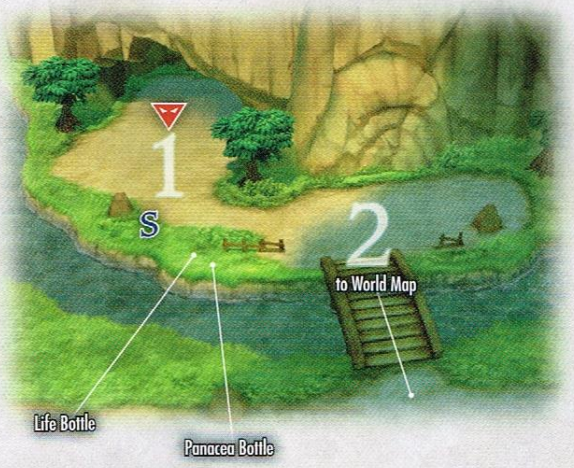
Don't rely completely on Norma for healing. Use items whenever a character's HP loss is critical. This is especially true if Nerifes ever manages to sneak up on the crystal eres users. Grune and Norma become very unreliable once they're forced to flee from the left corner.

INTRODUCTION

DOWN THE CLIFF

1 Defeat the Egg Bear.

2 Travel to Werites Beacon



Prepare Shirley for combat by equipping her with accessories. This is an easy fight, but don't take the boss for granted. It's a pumped up version of an Egg Bear and causes a great deal of damage with its massive claws. Pummel it with Senel's eres combos while Shirley bombards the boss from a safe distance.

The boss stands back up after seemingly being defeated. It has much less HP the second time around, so the fight is even easier. Use the exact same strategy to finish it off for good.

Be aggressive with Senel while Shirley bombards the Egg Bear from a safe distance.

WERITES BEACON

1 Visit Musette's house on the northeast side of town.

2 Travel to Port-on-Rage.

SHOPS

CHAMPION (WEAPONS)

ITEM	COST
Iron Bracers	600
Power Bracers	700
Fire Bolt	850
Mythril Bracers	5,000
Bi-metal	10,000
Dynamic Arts	12,000
Long Sword	800
Gladius	900
Broad Sword	1,000
Ether Sword	4,400
Grim Sword	9,000
Spear	1,200
War Javelin	1,900
Holy Javelin	3,200

ITEM	COST
Goe Bolg	9,000
Knife	3,000
Kochi	4,000
Hammer	600
War Hammer	1,000
Pile Driver	2,000
Express	9,000
Straw	800
Love Straw	1,200
Peepit Straw	3,000
Strike Straw	6,000
Dory	8,000
Quill	7,000

PHALANX (ARMOR)

ITEM	COST
Soft Leather	480
Hard Leather	500
Chain Mail	600
Ring Mail	800
Lamellar Leather	1,200
Mythril Armor	3,000
Rune Mail	4,400
Prereflex	5,000
Rare Plate	8,000
Cloak	800
Amber Cloak	1,000
Bunny Dress	3,000
Cocktail Dress	4,000
Witch's Dress	4,000
Warlock Garb	6,000
Robe	200
Bloody Robe	940
Silk Robe	3,000

ITEM	COST
Rune Robe	6,000
Leather Helm	140
Iron Helm	220
Armet Helm	300
Mythril Helm	1,600
Rare Helm	2,000
Beret	150
Straw Hat	240
Bunny Ears	1,000
Witch's Hat	1,300
Silk Hat	1,300
Circlet	240
Pompom Hair Tie	320
Ribbon	400
Blue Ribbon	440
Striped Ribbon	700
Pretty Ribbon	1,200
Star Circlet	1,600

RED PEPPER (GROCERY

ITEM	COST
Bread	70
Butter	30
Jam	20
Baguette	50
Garlic	60
Parsley	40
Egg	50
Milk	50
Ham	60
Tuna	80
Strawberry	100
Whipped Cream	80
Lettuce	60
Tomato	70
Bun	60
Hamburger Patty	120
Pickles	40
Cheese	50
Melon	200
Cream Cheese	50
Beef	180
Chicken	160
Hot Dog Bun	80
Sausage	60
Cabbage	60
Noodles	120
Onion	80
Pork	170
Sauce	40
Mustard	50
Baking Set	200
Skim Milk	60
Custard Cream	100
Chocolate	150
Apple	80
Banana	160
Oil	100
Baking Powder	80
Mushroom	120
Curry Powder	60
Carrot	80
Pepperoni	50
Tofu	60
Toban Jiang	100

GET READY (TOOLS)

ITEM	COST
Apple Gel	100
Orange Gel	200
Melange Gel	500
Lemon Gel	1,000
Pineapple Gel	1,200
Miracle Gel	3,000
Life Bottle	300
Panacea Bottle	150
Flare Bottle	1,000
Syrup Bottle	1,000
Shell Bottle	1,000
Dinei Bottle	1,000
Acuity Bottle	1,000
Guard Bottle	1,000
Holy Bottle	200
Dark Bottle	200
Rune Bottle	3,000
Magic Lens	10
Talisman	8,000
Poison Charm	4,000
Parolysis Charm	4,000
Heal Bracelet	10,000
Spirit Bangle	10,000
Stun Bracelet	4,000
Stun Charm	4,000
Fire Charm	4,000
Freeze Charm	4,000
Stone Charm	4,000
Restraint Charm	4,000
Seal Charm	4,000
Panic Charm	4,000
Doom Charm	4,000
Rabbit's Foot	2,000
Cape	100
Leather Cape	400
Thief's Cape	3,000
Leather Boots	600
Black Onyx	25,000
Moon Crystal	25,000

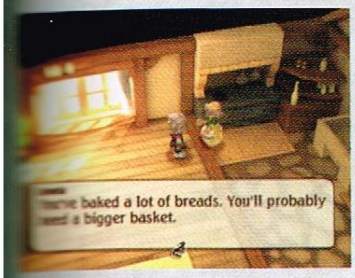
DREAMING TRAVELER

ITEM	COST
Rest	100

BOMBA

Examine the figurine hanging at the end of Will's bathtub. It's actually a weapon, Bomba, for Grune.

CARMELA (SIDE QUEST)



Talk to Carmela in her home on the east side of Werites Beacon. She presents the party with a Large Basket if all of the recipes available prior to the final boss were collected. The new basket holds thirty breads at a time, which makes it much easier to practice baking.

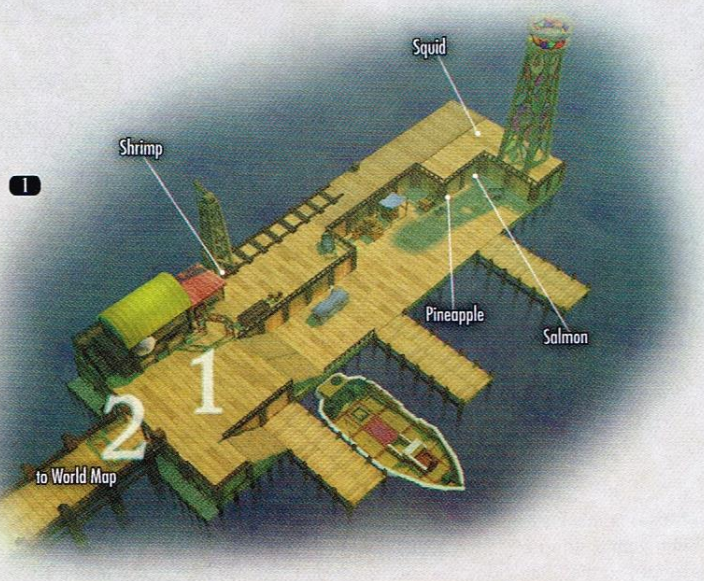
BERRY & MCKENZIE (SIDE QUEST)

Stop at Berry and McKenzie's home upon returning to Werites Beacon. The couple reminisces about the first time they held hands.

PORT-ON-RAGE

Meet Chloe at Port-on-Rage.

Return to Werites Beacon.



The party jumps into the middle of a battle on the way back to Werites Beacon. The attacking Lizardmen+ aren't much of a threat. Use eres combos as normal and the party should mop the floor with them.

The Lizardmen+ are no match for Senel and Chloe.

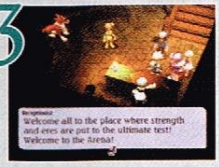
WERITES BEACON

1

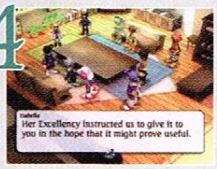
Travel to Will's home on the west side of town.

2

Leave Will's home and escort the blind man to the graveyard at the north end of town.

3 

Exit the graveyard, then run to the local inn and find the area registration in the basement.

4 

Return to Will's home to receive the Sorcerer's Scanner, then prepare to explore Fallingwater~Lumen Spring.

THE 28TH WONDER BAKER

Look for a spinning bonsai tree to the left of the reception desk at the local inn. It's Mimi! The party finds the Croissant recipe.

GIRL TALK & CRIMSON ROSE

Build a battle party from the four ladies to see the "Girl Talk" cinema. Use the same group to fight at least one battle and all the ladies earn the "Crimson Rose" title.

SORCERER'S SCANNER

The party receives the Sorcerer's Scanner before heading to Fallingwater~Lumen Spring. The scanner is activated by pressing ⊡ and sometimes reveals hidden items or monsters. It's also tied to one of the side quests.

CAROLINE (SIDE QUEST)

Stop at Caroline's house on the east side of Werites Beacon. Her obsession with the Oresoren continues.

Moses is much stronger than before, but not much of a challenge. Close in quickly and rock him with a string of eres combos. The bulk of Moses' attacks fly over Senel's head at close range, so the fight should be very one-sided. Equipping Senel with the Holy Bracers prior to the battle also makes it easier, since Senel fights alone this time.

Close the gap and pummel Moses at close range.

FALLINGWATER~LUMEN SPRING

1 Follow the mountain road to Map 2 where Norma teaches the party how to use the Sorcerer's Scanner. She uncovers the Bow Key, which is used in the Quiz Grandpa side quest.

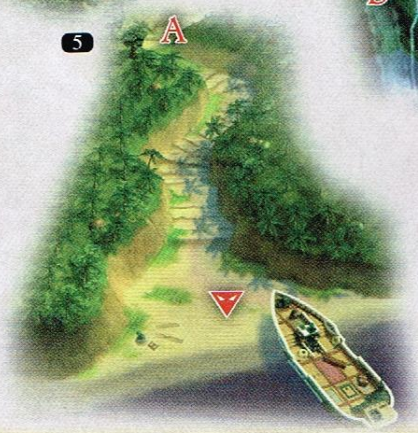
2 Norma stops the party again a little further up the road. This time she uncovers some hidden Lizardmen. Be ready to rumble. There are other unique monsters hidden around the world. Look for a hidden Lizard Baker on Map 3.

3 Save on Map 3 before challenging the boss.

PREPARING FOR BATTLE

Sea is especially effective against this boss. Build a battle party from Norma, Grune, Chleo, Jay, and Senel. Jay should carry Gyoten while Senel is equipped with Dynamic Arts. Limit Grune and Norma to Sea-based eres like Brilliant Lance and Ray. Turn all Curse eres off.

ENEMIES

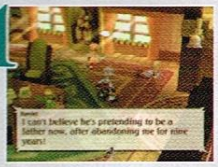


The Fiend relies heavily on crystal eres. Each eres has a long casting time that leaves the boss defenseless. Attack full force and watch for the boss' casting motion. Special guard to block its eres attack, then resume the assault. Senel can escape this battle without suffering too much damage, but the others are likely to take a beating. Keep an eye on them and command Norma to heal often.

Special guard the boss' eres attacks, then counterattack.

A Flower and a Promise

Werites Beacon

1 

Go to Musette's home in the northeast corner of the city.

2

Exit Will's home and head to Great Hollow via the Duct System.

GHOST SHELL

Check out the Craft Stop before leaving town. Crafting Senel's Ghost Shell bracers should now be possible assuming the common ingredients are still in the party's inventory. Check the Craft Stop each time the party returns to Werites Beacon. New equipment is often available.

ARENA

Don't forget about the arena within the inn's basement. It's a good place to pick up some extra Gald and experience.

Great Hollow

1

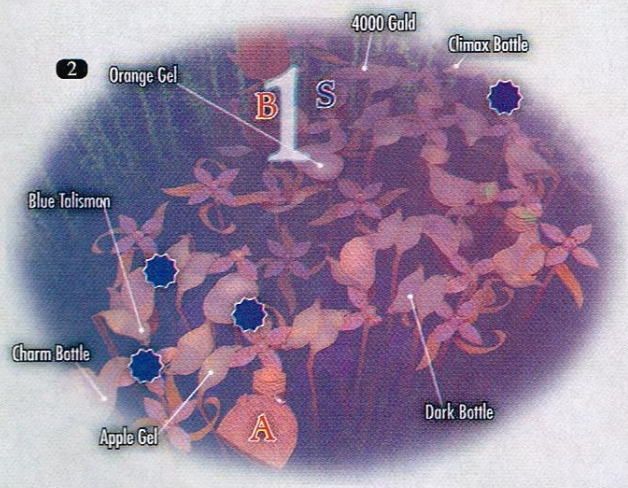
Use the elevators to reach the bottom of Great Hollow.

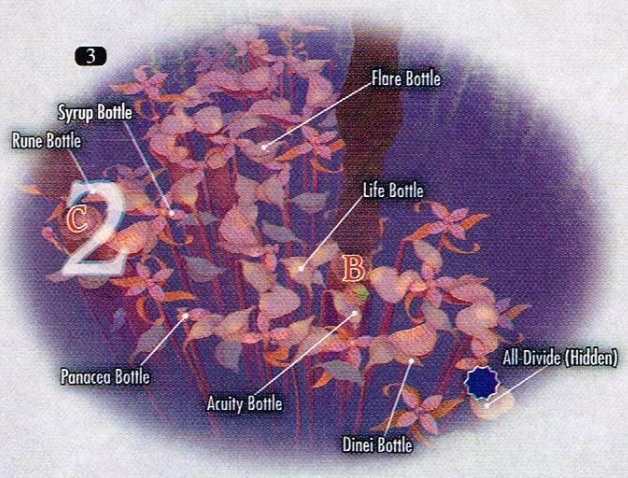
2

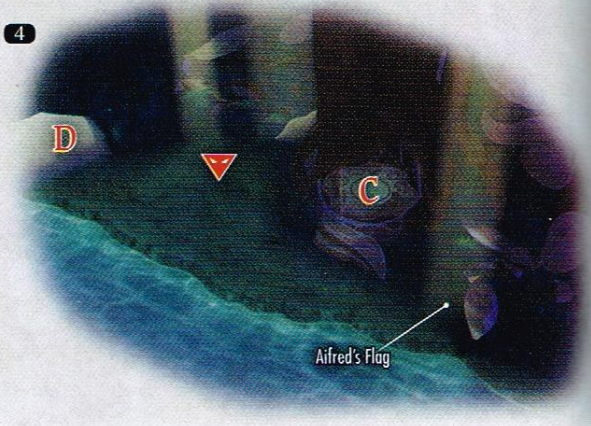
Prepare to face the boss before using the third elevator.

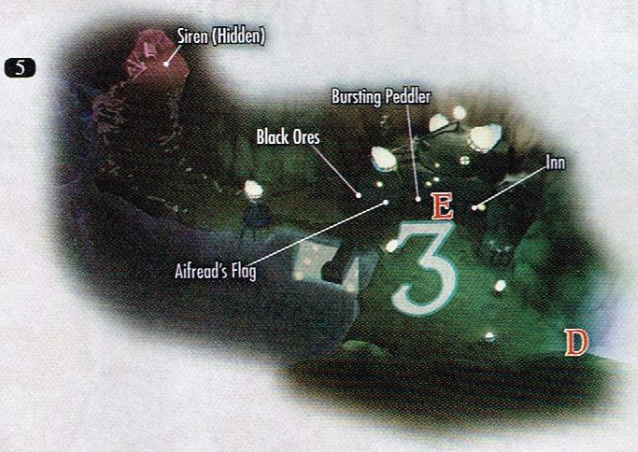
3 Visit Poppo's Workshop and backtrack to Werites Beacon.

ENEMIES









PREPARING FOR BATTLE

The next boss is a flyer, so crystal eres users are most effective. Build a party from Grune, Will, Shirley and one iron eres user to act as guard. Senel and Moses work well.

POPPO'S WORKSHOP

There's not much to do at Poppo's Workshop. The Bursting Peddler's stock hasn't changed. Poppo isn't around. There are two hidden monsters though. Battle them before returning to town.

Have an iron eres user keep the Ancient Pup busy and away from the crystal eres users. Allow the crystal eres users to rapidly deplete the boss' health without being attacked. Use basic combos and weaker eres that score multiple hits to keep the Ancient Pup under control. Don't knock the enemy to the ground too often, or the crystal eres users waste TP on pointless casts.

Control the Ancient Pup while the crystal eres users bombard it from safety.

WERITES BEACON

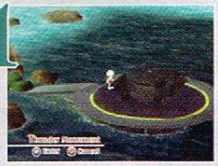
1 Go to the fountain plaza to find Harriet.

2 Use the Lighthouse elevator to reach the Quiet Lands.

KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

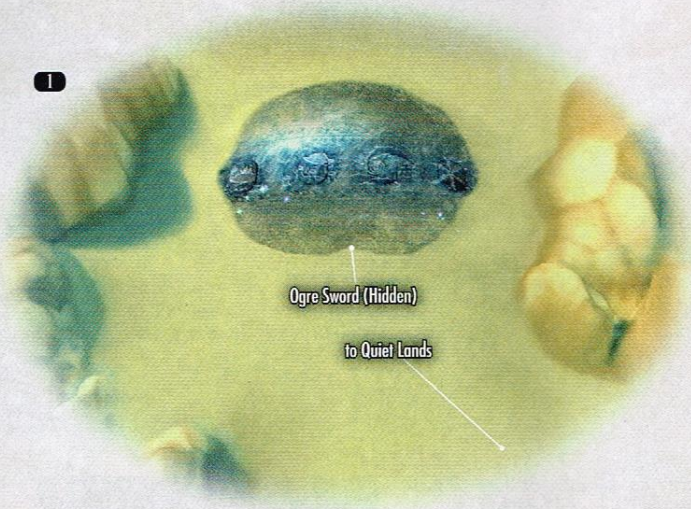
Talk to Kyril at his home in the northwest corner of Werites Beacon. Agree to assist with his quest. He provides a location, "around the picture drawn in the underground lands." Search the area with the Sorcerer's Scanner to see what's there.

THE QUIET LANDS



Enter the Thunder Monument.

ENEMIES



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Stop in the Geoglyph Area on the way to the Thunder Monument. Use the Sorcerer's Scanner to search the base of the Geoglyph and uncover the Ogre Sword.

QUIET LANDS DUCTS

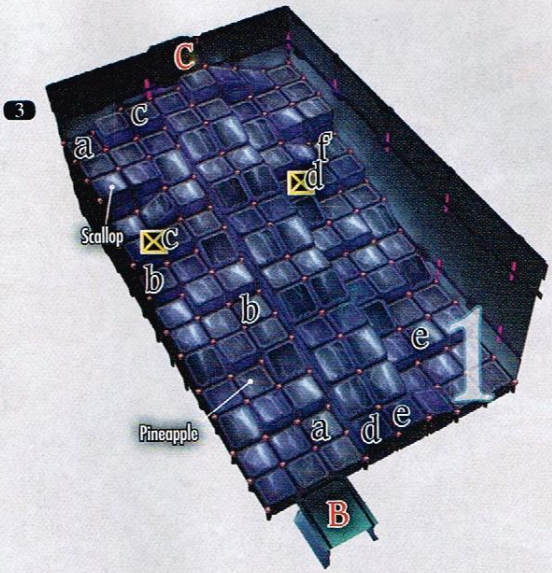
There are new Ducts scattered around the edge of the island. These lead to different far away islands. Search the islands to locate treasures and the Stern Cottage, part of the Quiz Grandpa side quest.

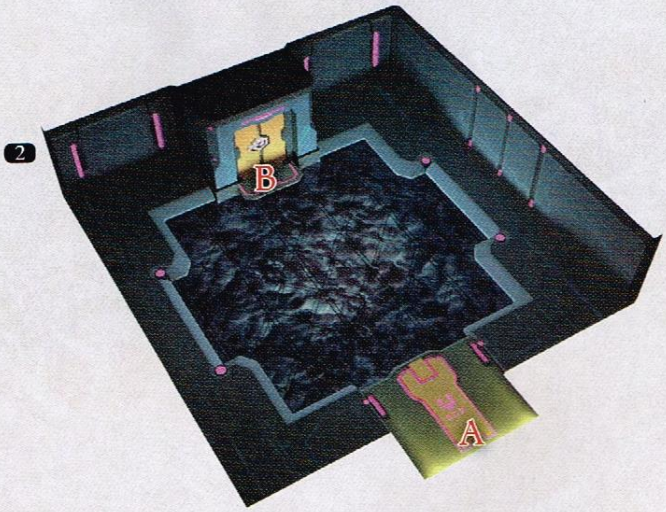
THUNDER MONUMENT

Pass through transporter a first to collect the treasures, then pass back through a, b, c, d to reach the exit.

Save on Map 4 and prepare to face the boss. The battle begins as soon as the party enters Map 5.

Return to Werites Beacon.





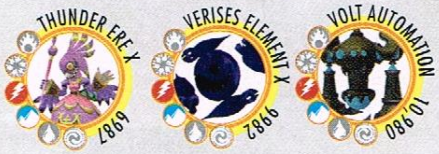
ELEMENTS

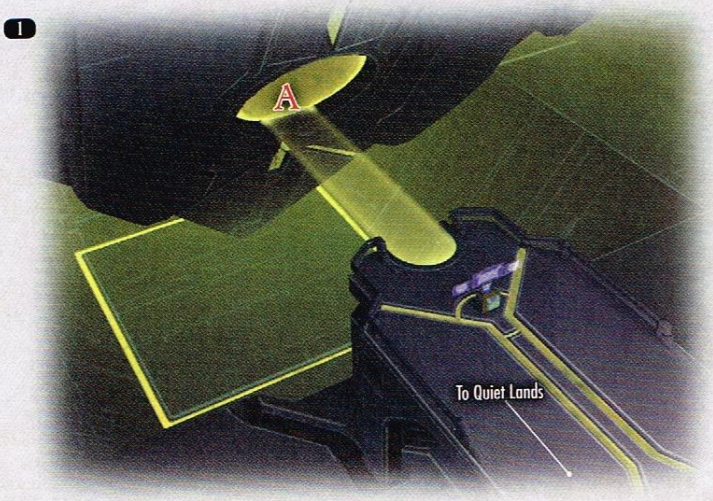
The creatures within the Thunder Monument are resistant to Lightning eres. Shut all Lighting eres off and turn on any Earth eres. Norma, Senel, Chloe, and Shirley make a good battle party.

PREPARING FOR BATTLE

Senel, Will, Chloe, and Norma form a good battle party for this boss. Equip Senel with his Serpent Strangle compound eres (Avalanche Drop + Talon Storm + another eres) and Talon Blast. The others can use their best attacks, since the boss has no weaknesses or strengths.

ENEMIES





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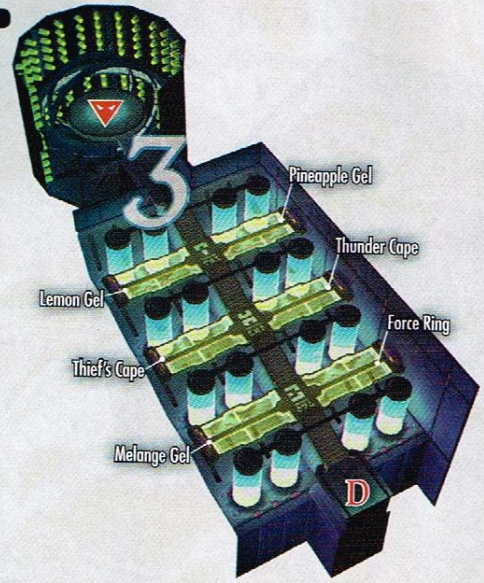


4

Senel is the key to finishing this battle quickly. Ensure that his TP is full at the start of the battle. Open with Climax Mode and a Climax Combo. Follow up with Senel's Serpent Strangle when the boss is on the ground. From that point just use a combination of Senel's Talon Blast, or another eres that knocks the boss down, and Serpent Strangle. Each series should cause several thousand hit points of damage.

Use a combination of Talon Blast and Serpent Strangle to defeat the dragon.

WERITES BEACON

1

Go to Will's home on the southwest side of town.

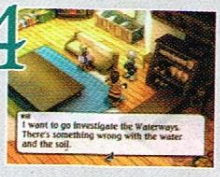
2

Return to Will's home.

3

Return to Will's home again and go upstairs.

4



Use the Duct outside Werites Beacon to reach the Waterways.

WATERWAYS

1 Explore the outside path first, then backtrack and follow the inside path deeper into the Waterways.

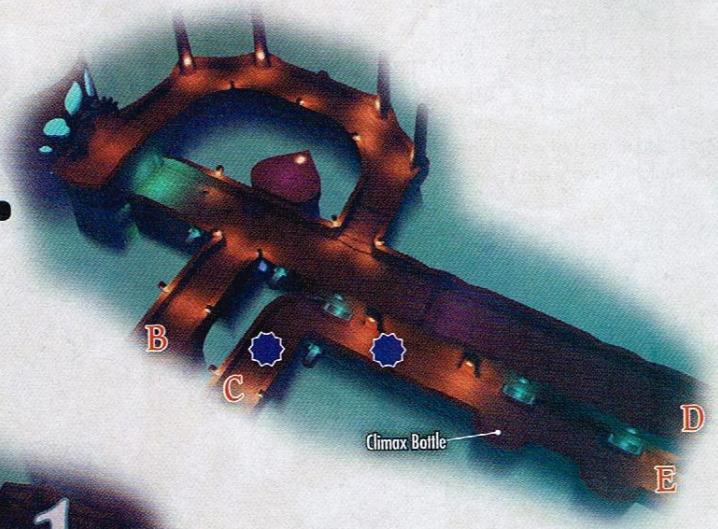
2

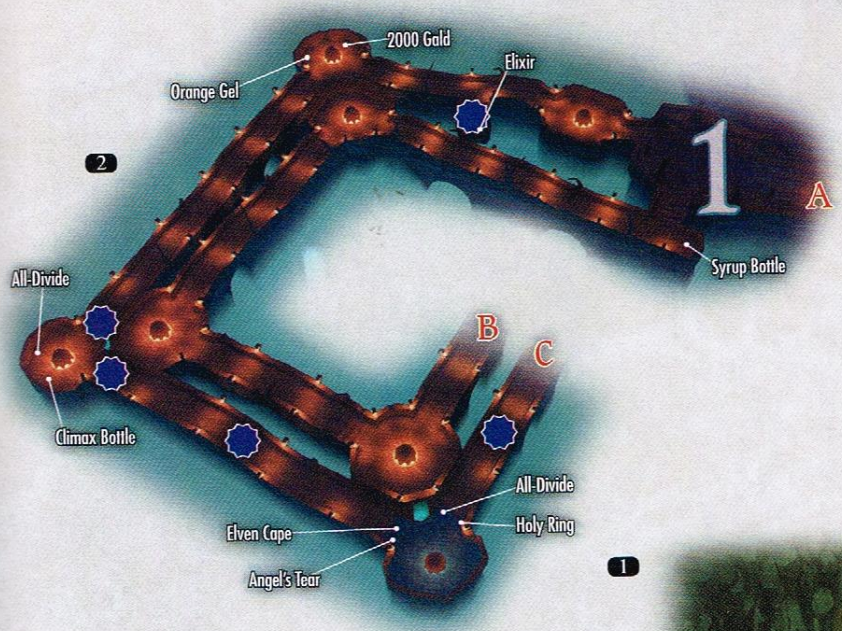
Follow the twisting corridors to the Puzzle Booth on Map 6.

3

Save and restore at the end of Map 9. The boss is just ahead, so prepare accordingly.

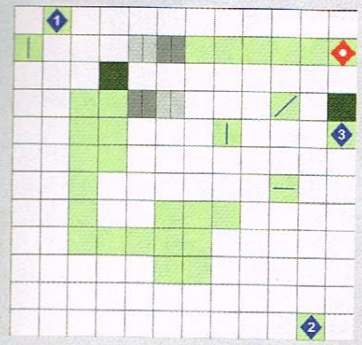
ENEMIES



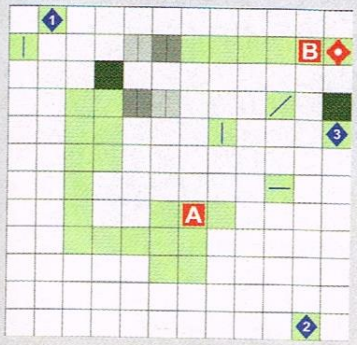


PUZZLE BOOTH SOLUTION

This is a fairly simple Puzzle Booth. Find the right spot to shoot each of the switches. There are no blocks to move and only three switches in the room.



Step 1: Stand in spot a and shoot north to hit switch 1 and south to hit switch 2.



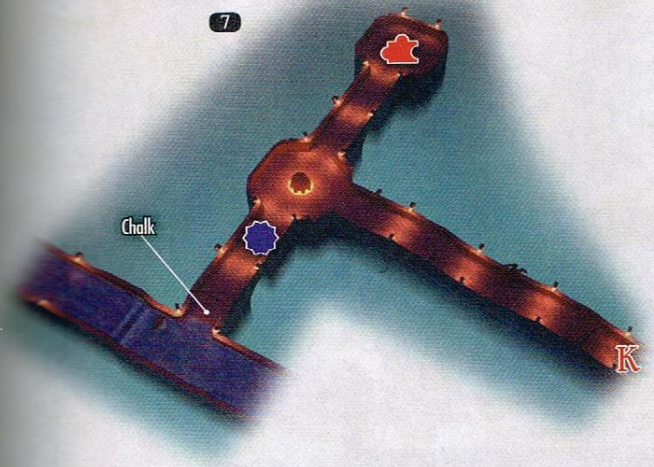
Step 2: Stand in spot b and shoot into the reflector to the left to ricochet a shot into switch 3.

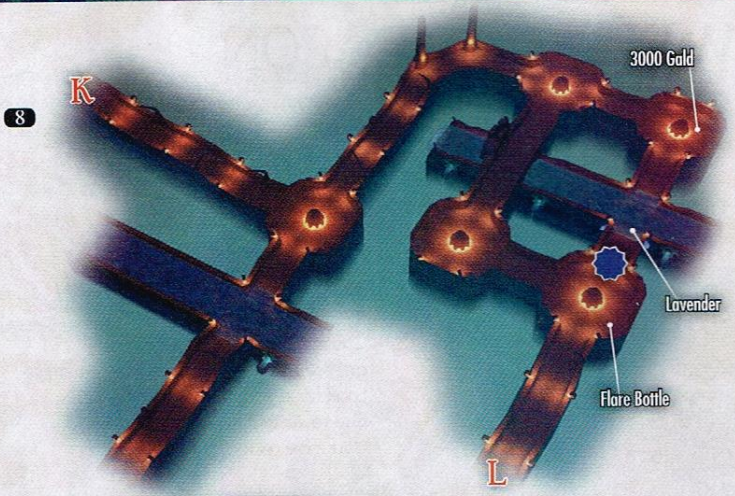
PREPARING FOR BATTLE

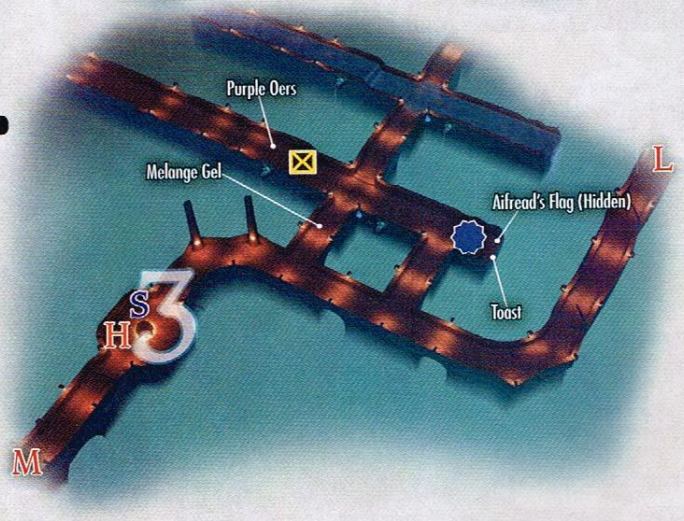
Sea-based eres are most effective in the coming battle. Shut all Curse eres off and check the party's equipment before entering battle. Chloe, Senel, Will, and Norma form a solid battle party this time.

Will is tough. He uses a combination of eres and strong physical attacks. He also moves constantly, which makes him hard to predict and threatens the Crystal eres users in the battle party. Keep Will and Norma in check. Their Sea-based eres are very useful, but they need to be actively healing the party. Change their tactics so they are on defense fifty percent of the time. Issue healing commands manually by opening the pause menu and selecting their healing eres. Senel and Chloe should do their best to keep Will occupied while using combos to pound him into submission.

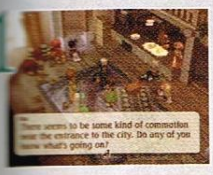
Use a combination of Sea eres and physical attacks to thwart Dark Will.







WERITES BEACON



Investigate the disturbance at the town gate.

Go to the plaza to meet Norma.

CAROLINE'S QUEST (SIDE QUEST)

Stop at Caroline's just down the street before heading to the town gate. Her obsession with the Oresoren continues.

BERRY & MCKENZIE (SIDE QUEST)

Check in on Berry and McKenzie before going to the town gate. They're reminiscing once more.

CHASING A DREAM

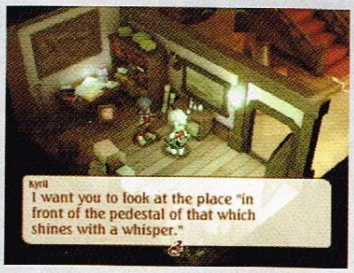
WERITES BEACON

1

Travel to the Man-Eating Ruins via the Duct System.

THE 28TH WONDER BAKER

Check out the arena registration area found within the inn's basement. Look for a spinning flag. It's Mimi! She rewards the party with the Curry Pie recipe.



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Kyril has another clue ready. This time the party must look at the place "in front of the pedestal of that which shines with a whisper."

THE MAN-EATING RUINS

1

Don't miss out on the many treasures on Map 4. There are two hidden items in addition to the many chests. Hop in the Puzzle Booth at the north end when ready to proceed.

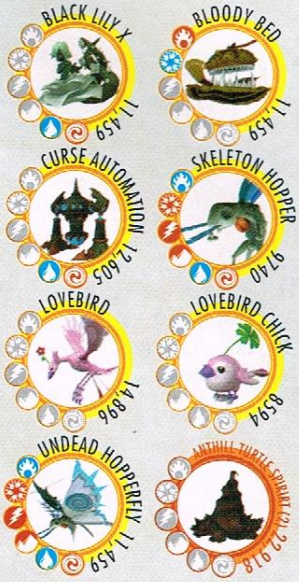
2

Prepare to face the boss upon exiting the Puzzle Booth. The enemy waits on the next map.

3

Fight the hidden monsters and collect the hidden treasure before returning to Werites Beacon.

ENEMIES

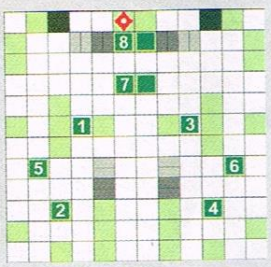


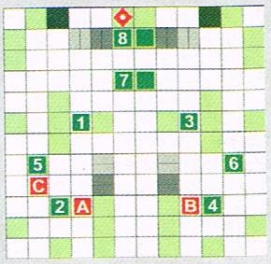
ELEMENTS

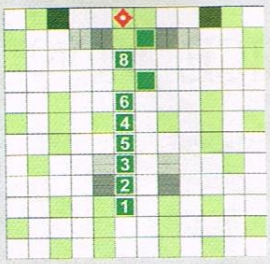
Sea is the only safe element from start to finish. Shut all other elements off. Ensure that Norma is in the party. Her Silence and Resurrection eres are essential when dealing with Black Lily X's lethal eres assault.

PUZZLE BOOTH SOLUTION

This Puzzle Booth's focus centers on pushing ten blocks around to form a bridge from the entrance to the Duct.







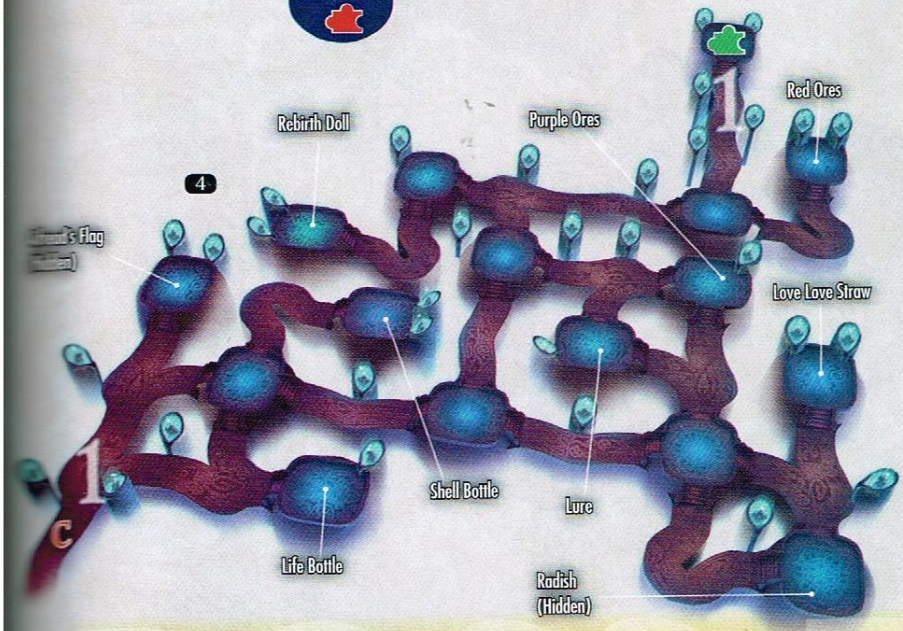
Step 1: Pull block 1 to spot A and push block 2 to the floor.

Step 2: Pull block 3 to spot B and push block 4 to the floor.

Step 3: Pull block 3 to spot C and push block 5 to the floor. Repeat the step on the opposite side of the room with block 6.

Step 4: Use the six blocks on the ground to create a bridge from the left staircase to the two blocks near the Duct.

Step 5: Push block 7 to the floor and then pull block 8 onto block 7. Senel can then reach the Duct by running around the top of the room.



KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

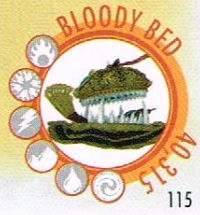
Use the Sorcerer's Scanner at the top of the boss' room to find a Turquoise. Check back with Kyril later for another clue.

PREPARING FOR BATTLE

The party faces two Crystal eres users. Senel should lead Chloe, Will, and Norma. Turn all Fire eres off and turn Ice eres on.

Use Climax Mode at the start of the battle and focus on eliminating the Bloody Bed. It should fall very easily. With the Bloody Bed out of the picture, the Mindflayer is easy to destroy. Trap it in the corner with Chloe and Senel and just keep punching. It shouldn't be able to do much, if anything, with two iron eres users pounding it continuously.

Defeat the Bloody Bed with Climax Mode, then pin the Mindflayer down.



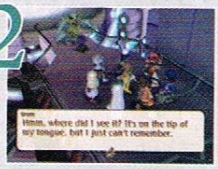
WERITES BEACON

1 Go to Will's house in the morning.

2 Use the Lighthouse to reach the Quiet Lands and the Ice Monument.

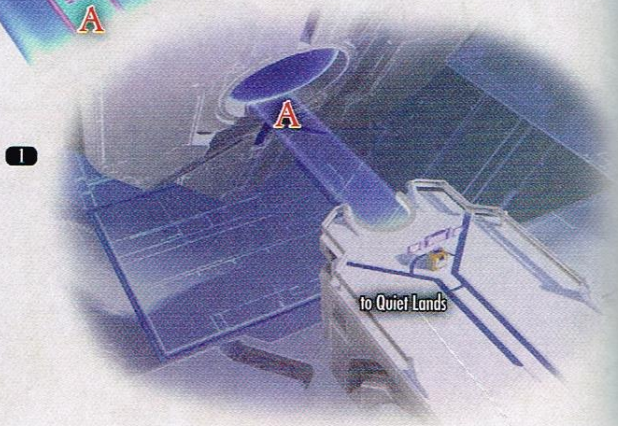
ICE MONUMENT

1 Remember to avoid the ice stalagmites that jut up through the floor periodically when passing through Map 3.



2 Climb the stairs at the back of the Ice Monument when ready to battle.

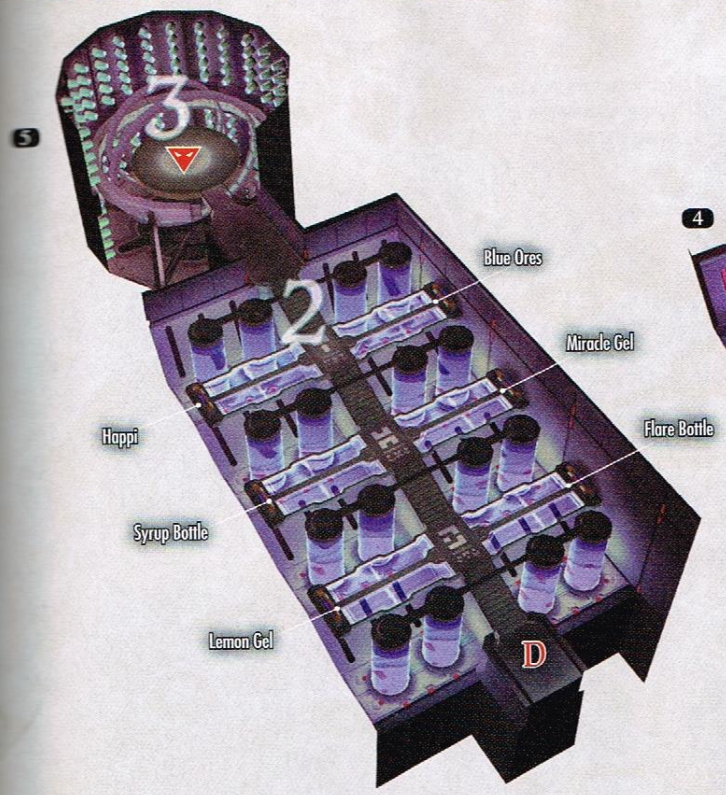
3 Return to Werites Beacon.



ENEMIES

ELEMENTS

Fire and Curse are the best elements in this area. Focus on Fire with Will, Grune, and Shirley. Senel can take the fourth spot, but equip him with the Ghost Shell bracers if possible. The same party should work fine against the boss, but the Ghost Shell bracers can be dropped in favor of something more powerful.



Senel just needs to keep the boss occupied while the crystal eres users bombard it. Use a combination of Whirlwind Talon Blast and Rending Earth to keep the boss busy. Senel may take a beating, since he's the boss' immediate target. Guard when Senel's health is low until someone heals him completely.

Keep the boss occupied while the crystal eres users assault it from safety.

WERITES BEACON

Go to the hospital.

Rush to the inn.

Check the graveyard to find Norma.

Exit the graveyard, and then head to the Crystal Forest.

CRYSTAL FOREST

1

Explore the new path through the crystal on Map 6. Take a moment to save before entering. A boss is waiting just ahead.

2

Pass through the shimmering lights to reach the deepest depths of Crystal Forest.

ENEMIES

6

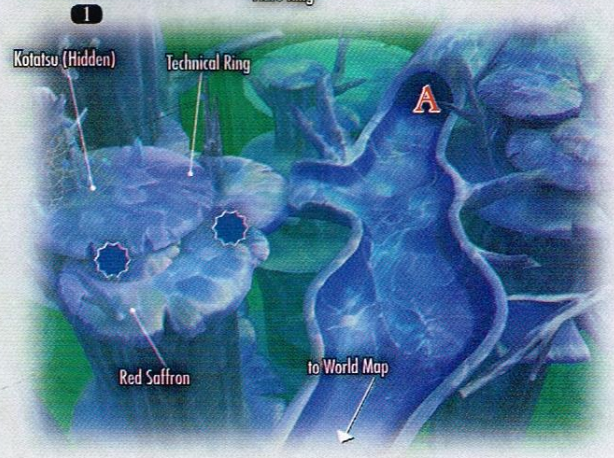
3

5

2

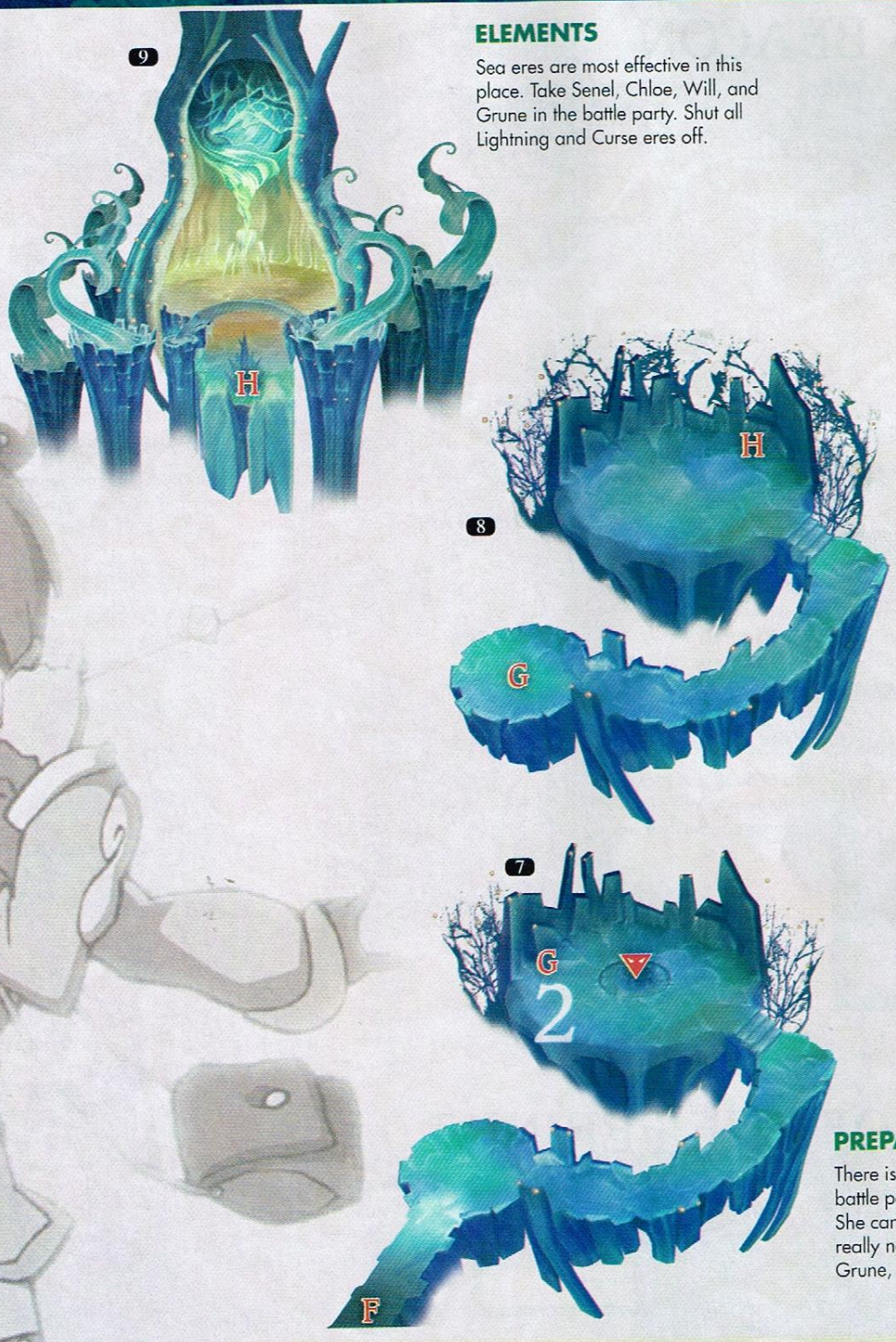
4

1



ELEMENTS

Sea eres are most effective in this place. Take Senel, Chloe, Will, and Grune in the battle party. Shut all Lightning and Curse eres off.



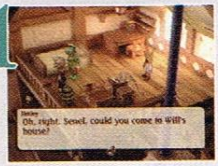
PREPARING FOR BATTLE

There is a chance to add Norma to the battle party just before the boss fight. She can assist with healing, but there's really no reason to add her. Stick with Grune, Will, Chloe, and Senel.

Start the battle with Climax Mode and pound on Dark Norma with Chloe and Senel. Finish with a Climax Combo and Senel's Rending Earth. The boss should already be hurting pretty badly. Maintain a relentless assault with Whirlwind Talon Blast to keep the boss off balance and unable to cast. Will and Grune should be able to cut through Dark Norma's health fairly quickly so long as Chloe and Senel keep her busy.

Use Whirlwind Talon Blast to keep Dark Norma from casting.

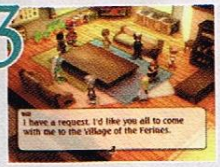
INTERLUDE
WERITES BEACON

1 

Go to Will's home.

2

Find Norma at the inn.

3 

Return to Will's home.

4 Use the Duct to reach the Village of the Ferines.

CAROLINE (SIDE QUEST)

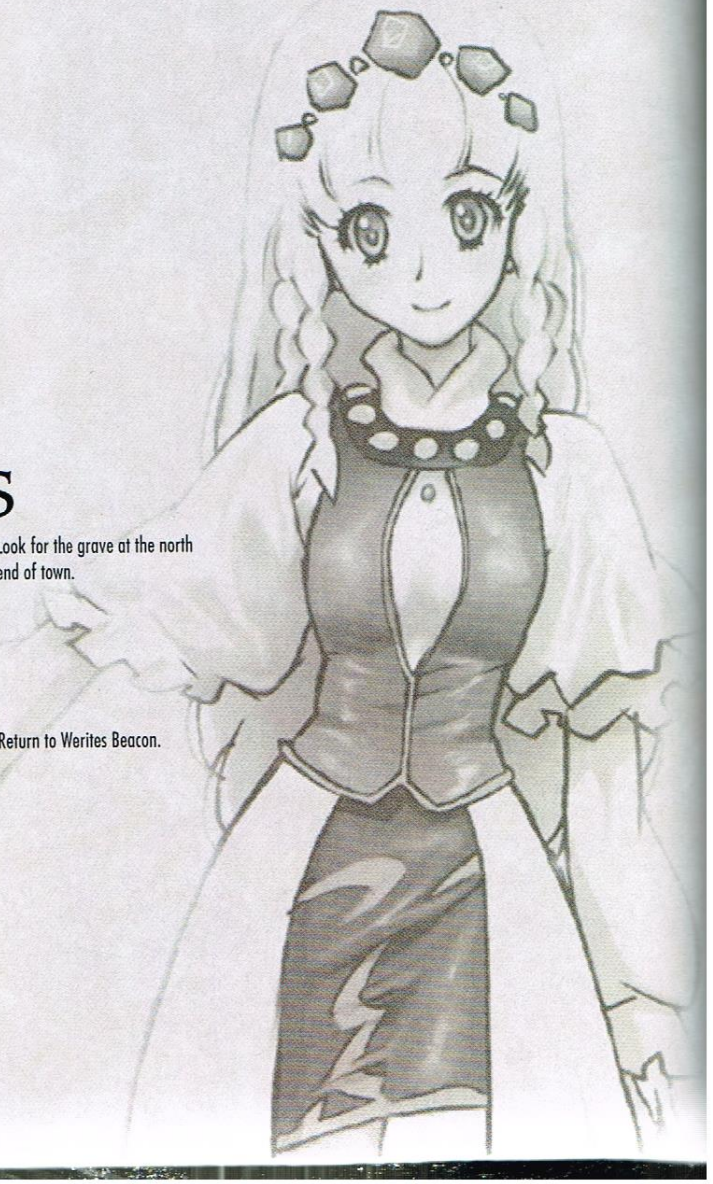
Take a moment to visit Senel's neighbor, Caroline, before going to Will's house. She's found new "evidence" of Oresoren activity.

BERRY & MCKENZIE (SIDE QUEST)

Stop at Berry and McKenzie's home on the way to Will's house. The couple reminisces about their first fight.

KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Kyril has another clue. This time check "behind the seat where the king of the water prepares for public view." The next item must be in the Village of the Ferines.



VILLAGE OF THE FERINES

1

Go to Maurits' building.

2

Look for the grave at the north end of town.

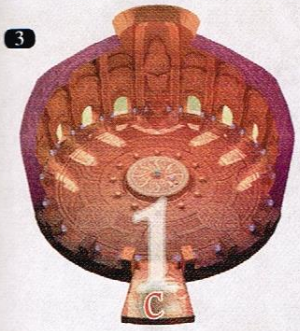
3

Run to the village entrance to fight the boss.

4

Return to Werites Beacon.

3



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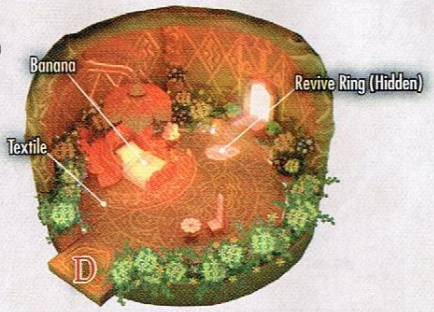

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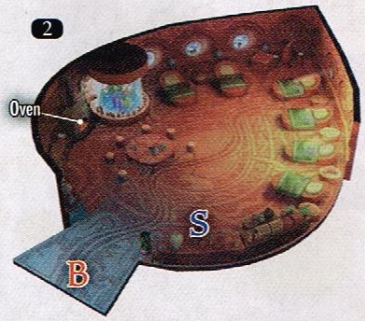


SHOPS

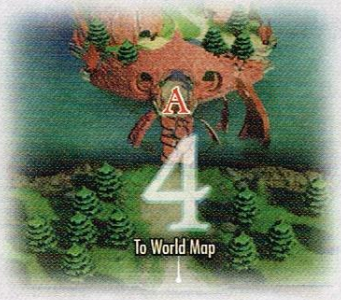
[illegible] PEDDLER (PEDDLER)

[illegible]	COST
[illegible] Gel	100
[illegible] Gel	200
[illegible] Gel	500
[illegible] Gel	1,000
[illegible] Gel	1,200
[illegible] Gel	3,000
[illegible] Bottle	300
[illegible] Bottle	150
[illegible] Bottle	1,000
[illegible] Bottle	1,000
[illegible] Bottle	1,000
[illegible] Bottle	1,000
[illegible] Bottle	1,000
[illegible] Bottle	200
[illegible] Bottle	200
[illegible] Lens	10
[illegible]'s Horn	1,500
[illegible] Hands	1,500
[illegible] Bracers	3,000

ITEM	COST
Claymore	2,400
Kochi	4,000
Pile Driver	2,000
Silver Straw	1,800
Scale Robe	1,800
Duel Helm	800
Black Onyx	25,000
Moon Crystal	25,000
Butter	30
Egg	50
Hot Dog Bun	80
Sausage	60
Cabbage	60
Baking Set	200
Skim Milk	60
Red Bean Paste	70
Custard Cream	100
Chocolate	150
Oil	100

4

1



KYRIL & THE BLUE SEPHIRA

Check Shirley's room before leaving the village. Use the Sorcerer's Scanner to examine the patch of light on the floor near the window. The party finds a Revive Ring instead of the Blue Sephira. Return to Kyril later to get the next clue.

PREPARING FOR BATTLE

Prepare for the boss after visiting the grave at the north end of town. The boss is weak to Sea elements and strong against Curse elements. Build a party from Senel, Norma, Will, and Grune. Limit the crystal eres users to Sea eres. Senel should be equipped with an FOE3 Charm.

This Fiend is much tougher than the previous Fiends. It uses powerful short range combos and iron eres. Senel can keep the boss busy while the crystal eres users attack it from a distance. Counter the enemy's attacks with a combination of Whirlwind Talon Blast and Rending Earth. Toss the boss away from the crystal eres users to keep them safe. Play very defensively, or Senel will suffer. Save Climax Mode for the end of the battle, when the boss' attacks increase in ferocity.

Use Senel to draw the boss away from the crystal eres users.

WERITES BEACON

1

Go to Will's house.

A Place To Call Home

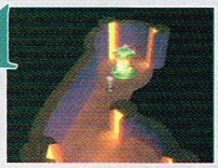
WERITES BEACON

Use the Duct to reach the Hidden Fortress.

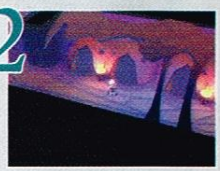
BERRY & MCKENZIE (SIDE QUEST)

Check in on Berry and McKenzie one last time before leaving Werites Beacon. They're reminiscing of the day McKenzie proposed to Berry. The party receives the Clear Shell, an item that's combined with others in the Craft Stop to create the Skeleton Mask, for having listened to all of the couple's loving recollections.

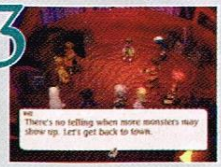
HIDDEN FORTRESS



The first half of this dungeon is simple. Get to the Puzzle Booth on Map 3.

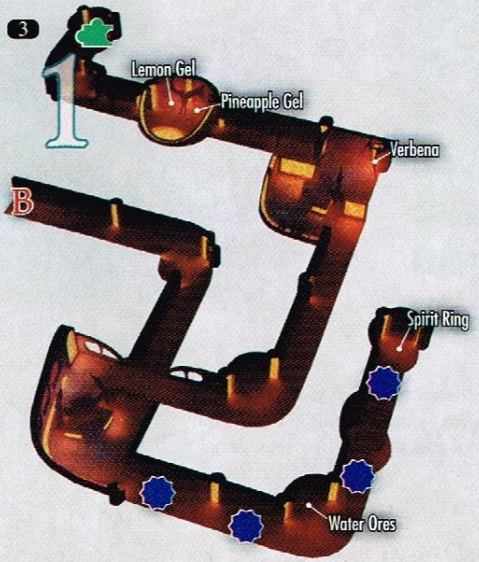


The second half of the dungeon is much easier this time around. The sentinels have been deactivated, so it's clear sailing except for random enemy encounters. Don't miss the hidden treasure and monster on the way to Map 7. Prepare for the boss before leaving Map 6.



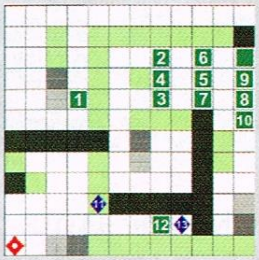
Return to Werites Beacon.

ENEMIES



PUZZLE BOOTH SOLUTION

Find a way through the mass of blocks on the right side by rearranging them. Shoot the two switches to open the Duct.



Step 1: Move block 1 up two spaces, so Senel can reach the area to the right.

Step 2: Pull block 2 back one space and push block 3 forward one space, so block 4 can be pushed up next to block 2.

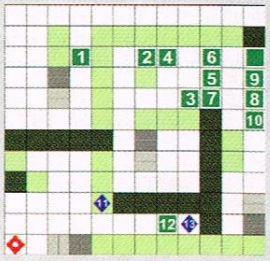
Step 3: Push blocks 5 and 6 one space forward, then pull block 2 up one space and push it back so it's against the stationary block near the steps.

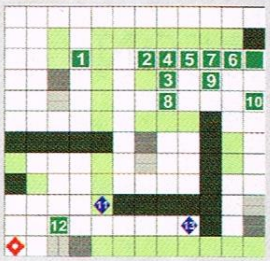
Step 4: Move block 7 up two spaces, so a line is forming on the northeast wall. Then move 5 to the left side of block 7.

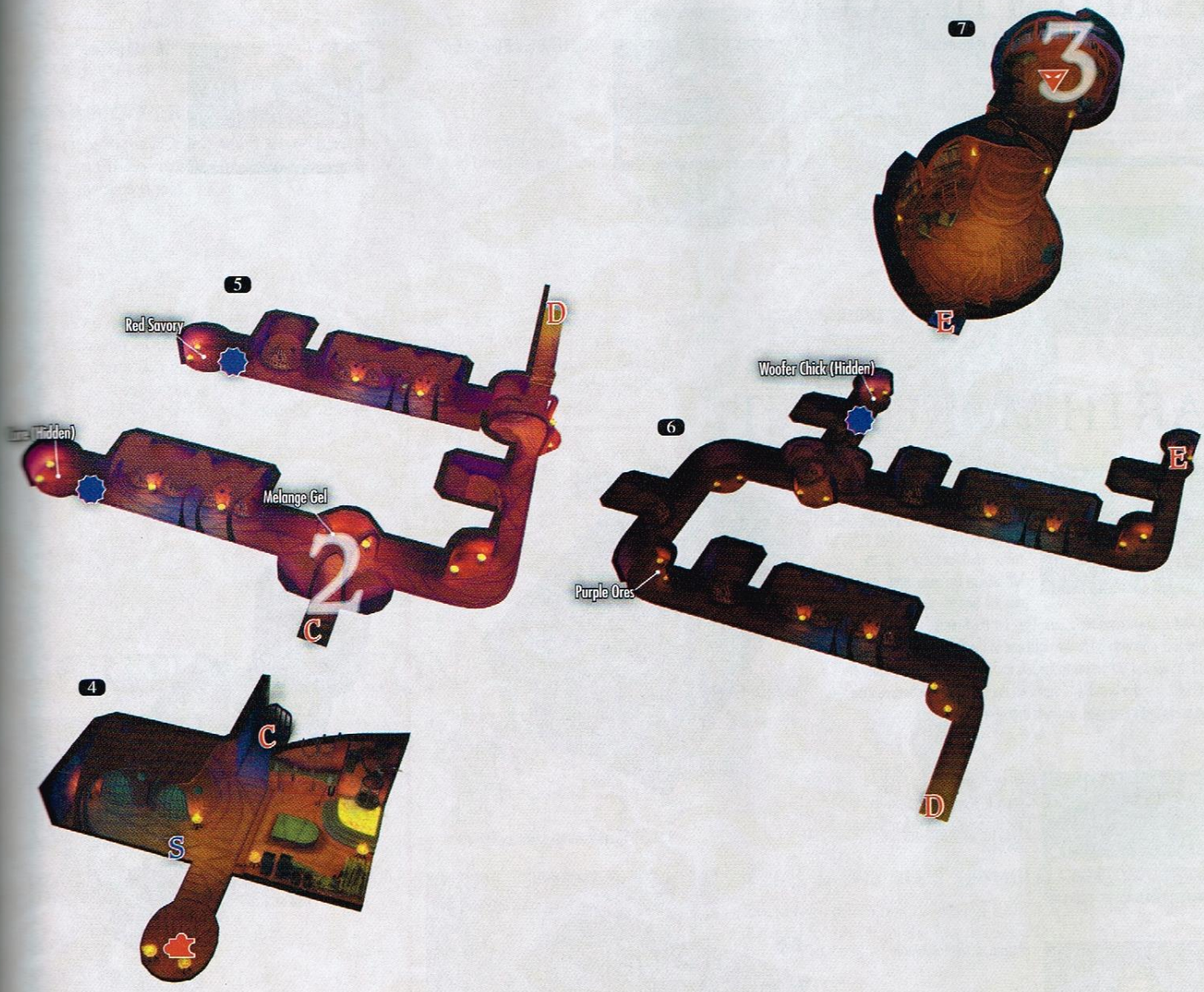
Step 5: Pull and push block 8, so it sits below block 2]. Then move block 9 two spaces to the left, so block 10 can be moved up one space.

Step 6: Stand at the top of the stairs near the Duct and shoot switch 11.

Step 7: Move block 12 near the Duct and blast the second switch 13.







ELEMENTS

Lightning and Curse elements are most effective in the Hidden Fortress. Ensure that all Earth or Sea eres are turned off. Also check the battle party's gear to ensure no Sea weapons are equipped.

PREPARING FOR BATTLE

Senel, Chloe, Will, and Norma form a good battle party this time. Create Senel's Overlord Surge (Rending Earth + Dragon Crush + another eres) and assign it to a button along with Whirlwind Talon Blast. Limit Norma to healing eres and shut off any negative status attacks.

The Chariot Gaet is extremely powerful and capable of causing devastating damage. Keep an eye on the party's HP throughout the battle and use items to heal when the crystal eres users are slow to react. The primary assault comes from Chloe and Senel this time. Use Senel's Whirlwind Talon Blast to knock the boss over and punish it with his Overlord Surge. Save Climax Mode. Use it when the party is in trouble and needs a moment to recover.

The combination of Senel's Whirlwind Talon Blast and Overlord Surge is too much for the Chariot Gaet.

WERITES BEACON

1

Go to Will's house.

2

Find Chloe in the graveyard.

3

Visit the hospital.

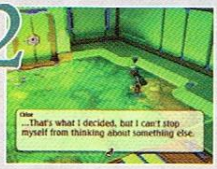
4

Use the Lighthouse elevator to reach the Quiet Lands and the Earth Monument.

EARTH MONUMENT

1

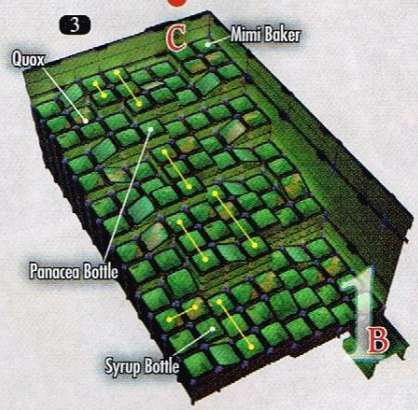
The sentinel tiles are still active on Map 3. Avoid them or the party is forced back to the entrance. The final two tiles are tricky. Wait for them to hit the left side at the same time, then pass the first tile and stand at the left end of the second tile's path. Wait for the first tile to come back to the left, and then go to the right end of the first tile's path. Pause until the second tile passes to the left and quickly run to the ramp on the right. It's also possible to stand on the blue junction between the tiles and slip through the sentinels unscathed.

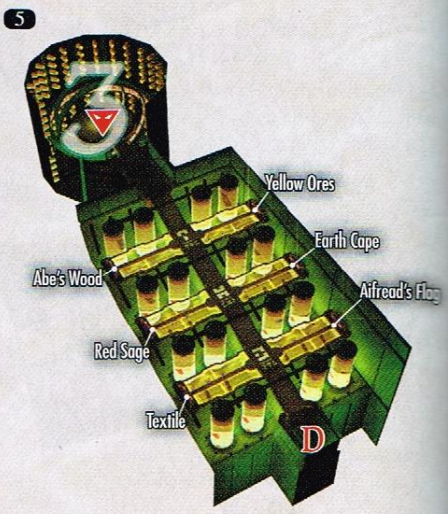
2 

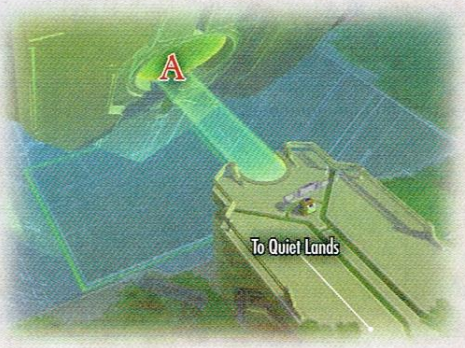
An event on Map 4 moves the party to Map 5. Backtrack to use the save point before facing the boss.

3

Return to Werites Beacon.







ENEMIES

ELEMENTS

Naturally all Earth eres should be turned off and Lightning eres turned on. Elements play an insignificant role in this dungeon though, so the battle party can easily consist of three iron eres users if desired.

PREPARING FOR BATTLE

Equip Senel with the FOE3 Charm before facing the boss. Sea elements are most effective and Curse eres should be avoided. Senel, Will, Grune, and Norma make a good party once again.

THE 28TH WONDER BAKER

Look for a spinning daruma doll near the exit on Map 3. It's Mimi! She provides the Churros recipe before running off.

This battle is much like the last Fiend fight. It attacks with a limited number of eres preferring to attack with its staff. Senel must keep the boss occupied with Whirlwind Talon Blast and Rending Earth combos while the others bombard it with Sea eres. Make sure Senel is facing the rest of the party, so he always throws the Fiend away from the others. Block and counterattack the Fiend's staff attacks, or Senel could take serious damage.

Occupy the boss with Senel while the others attack from a distance.

WERITES BEACON

1 Go to the hospital.

2 Seek Chloe in the graveyard.

3 Return to the hospital.

4 Use the Duct to travel to the Forest of No Return.

KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Talk to Kyril again before leaving town. His next clue is, "the pedestal for resting in the forest." It sounds like he's referring to the Forest of No Return.

PREPARING FOR BATTLE

Equip Senel with the Holy Bracelet for the next boss fight. He's alone, so having the bracelet helps a great deal. Also hit the save point on the way to the graveyard.

Defend against Chloe's attacks and then counterattack.

Defense is the key to this fight. Guard against Chloe's eres and then counterattack with three quick punches and Whirlwind Talon Blast followed with Rending Earth. Chloe may occasionally break Senel's guard, but it shouldn't matter. The damage caused is generally negligible. Just defend again and wait for the next opportunity to attack. There's no reason to use Climax Mode during this fight.

FOREST OF NO RETURN

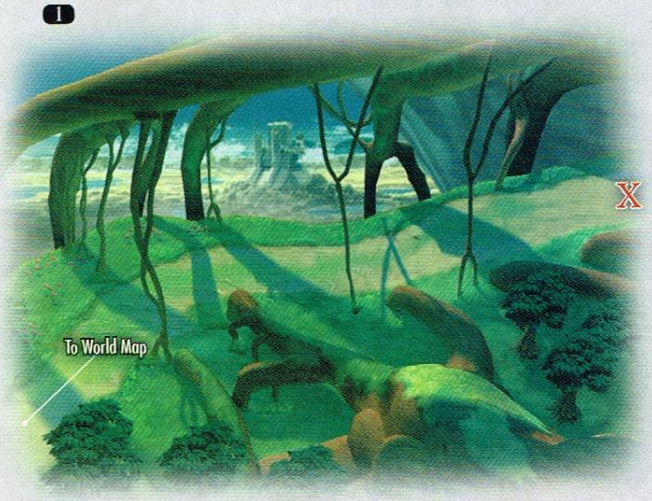
1

Take the following path through the forest from Map 3 to Map 17: A, B, C, F, G, I, N, O, P, Q, S, T, U, W. This path allows the party to collect all of the items along the way and find the hidden treasure on Map 6 and the hidden monster on Map 5.

2 Use the save point and health point on Map 10 before facing the boss on Map 11.

ENEMIES

1



2

3

ELEMENTS

Fire and Curse eres should be shut off in this area. Ice and Sea are most effective.

KYRIL & THE BLUE SEPHIRA

Use the Sorcerer's Scanner to check the large crater in the old bandit camp. The party finds a pair of Elven Boots. Check with Kryil again later to get the next clue.

PREPARING FOR BATTLE

Once again Sea is the best element and Curse is ineffective. Have Senel lead Will, Norma, and Grune into battle. Limit Norma to healing, so she can keep the party running.

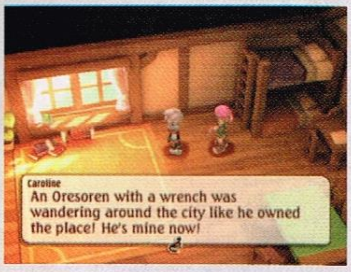
Dark Chloe is very difficult to attack at close range. She can easily break Senel's guard and performs long, powerful combos. It's best to guard often and just try to punch her between attacks. Let the crystal eres users do most of the work and keep Dark Chloe away from them. This is a difficult battle, so be ready to use items if necessary. Save Climax Mode until the party is in trouble and needs a moment to recover, or until Dark Chloe's health is down to about a third of it's starting value.

Keep Dark Chloe away from the crystal eres users by guarding more than attacking.

WERITES BEACON

Go to the hospital.

CAROLINE (SIDE QUEST)



Take a moment to visit Caroline once more before heading to the hospital. Speak to her two times to receive the Capoeiracco Robe, the final reward for this quest.

Of Man and Beast

Werites Beacon

1

Travel northeast to reach the Misty Mountains.

KYRIL & THE BLUE SEPHIRA (SIDE QUEST)

Talk to Kyril before leaving town. His new clue is "near the boulder on the summit of the mist." The next treasure is hidden in the Misty Mountains.

Misty Mountains

1

The Misty Mountains are easy to navigate. Don't miss the hidden monster, Tempura Angler, next to the first save point.

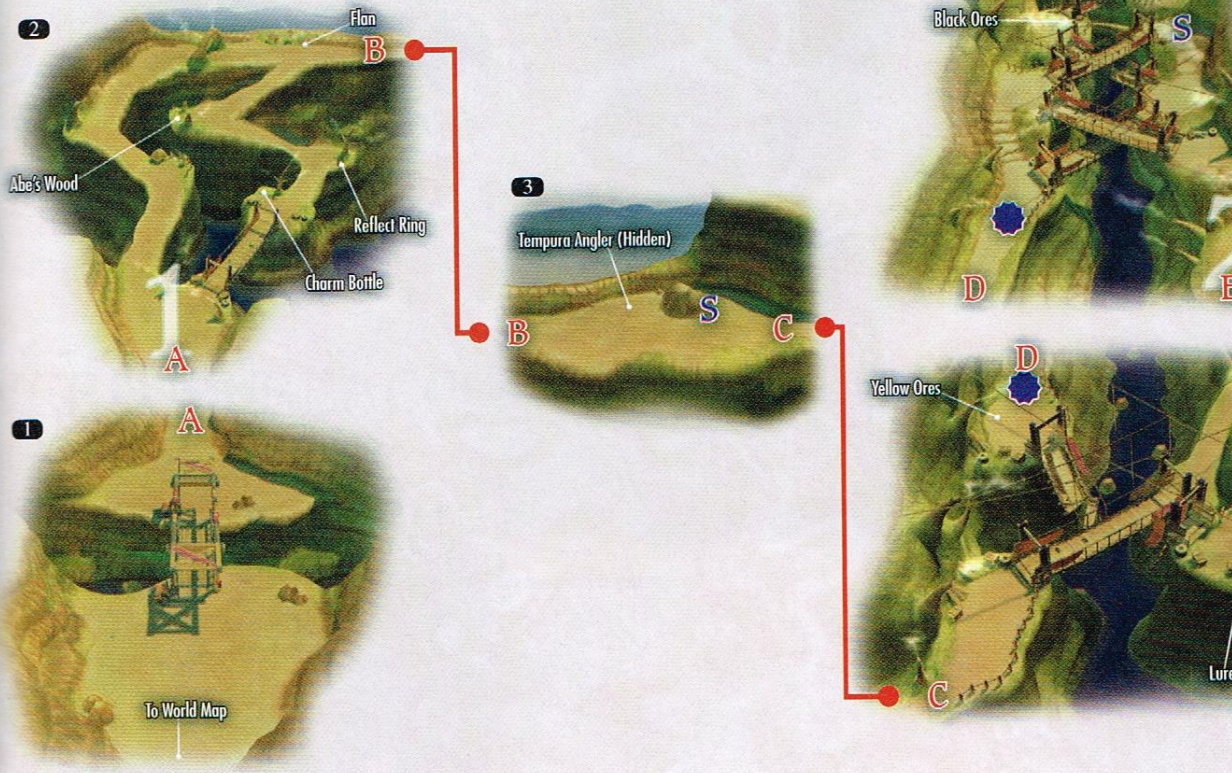
2

Zigzag across the ravine on Map 5 to reach Map 6. Don't forget to backtrack south on the left side of the ravine to get the last treasure on Map 4. Save at the second save point and prepare for the boss.

3

Return to Werites Beacon.

Enemies



PREPARING FOR BATTLE

Senel should lead a battle party consisting of Will, Norma, and either Moses or Grune. Elements play no part during this battle, so any eres can be used. Ensure that Senel is equipped with Whirlwind Talon Blast and Rending Earth.

KYRIL & THE BLUE SEPHIRA

Don't rush off after the boss fight. Use the Sorcerer's Scanner to check the mountain's peak and find the Mabo Pie recipe.

The Sphynx shouldn't be too much trouble. Attack with jumping kicks to bring the boss to the ground and follow up with Whirlwind Talon Blast. Use Rending Earth anytime the creature is knocked down. Senel can be used to cause the bulk of the damage during this fight. Just keep forcing the Sphynx away from the rest of the party and the fight should be won easily.

Tag the enemy with a jumping kick to bring it down to Senel's level.

WERITES BEACON

1 Go to Will's house.

2 Use the Duct to reach the Far Shore of Raging Bay, then travel west to find the Crags.

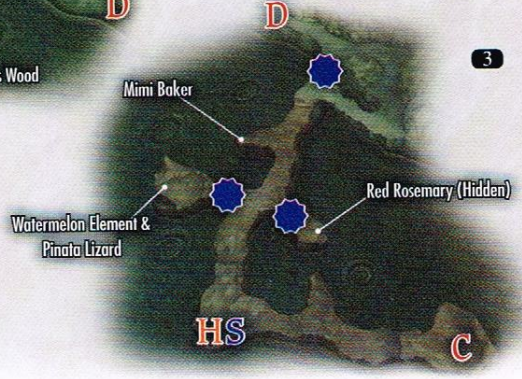
THE CRAGS

1 The party begins in the middle of Map 1. Don't miss the treasure behind the party's starting position.

2 Get ready to face the boss before entering Map 6. The fight is triggered automatically.

3 Backtrack to Werites Beacon.

ENEMIES



ELEMENTS

Avoid using Sea and Curse elements in this area. The other four elements can be used safely, but fail to provide any advantage. The other option is to turn eres on or off depending on which enemies appear in each battle.

THE 28TH WONDER BAKER

...ook for a spinning cactus on Map 3. It's Mimi! She ...wards the party with the Baumkuchen recipe.

PREPARING FOR BATTLE

Make preparations to fight the boss before stepping onto Map 6. Shut off all Lightning eres and turn on any Earth eres. Will, Chloe, Shirley, and Senel are good choices to form a solid battle party.

Chloe and Senel can trap the Fenrir in the corner using a combination of Senel's Whirlwind Talon Blast and Chloe's Sword Rain: Omega. Let Will bombard the boss with Extension while Shirley uses Ground Dasher. Extension may even instantly annihilate the boss. Pay close attention to Chloe and Senel through the battle. The Fenrir is strong and can slowly chip away at the iron eres users even while taking a beating.

Trap the Fenrir in the corner to keep it away from the crystal eres users.

WERITES BEACON

1 Go upstairs to check on Moses.

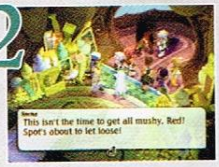
2 Rush to the Bandit Camp at the north end of town.

3 Return to Will's house.

4 Use the Duct to reach the Bandits' Lair.

BANDITS' LAIR

Check out the basement before heading to the Puzzle Booth on the second floor. The party finds a valuable pair of Persian Boots at the end of Map 5.



Use the save point on Map 6 and prepare for battle. Enter Map 8 to face the boss.

ELEMENTS

Sea is the only element to avoid initially. Curse is most effective, so Grune is an excellent choice in this dungeon. Ensure that Senel is equipped with the Ghost Shell bracers for the best effect.

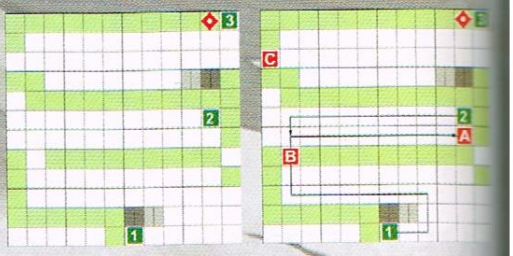
PUZZLE BOOTH SOLUTION

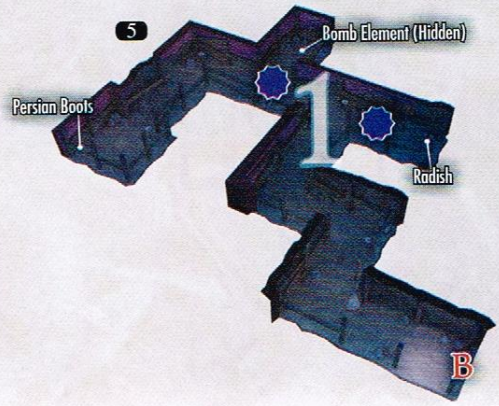
This is a tricky variation on the first Puzzle Booth. Move the blocks to create a path to the Duct.

Step 1: Move block 1 to spot A.

Step 2: Move block 2 to spot B.

Step 3: Cross the room and move block 3 to spot C to open the path to the Duct.





PREPARING FOR BATTLE

The coming battle is a difficult one, so the party should be well prepared. Senel, Chloe, Jay, and Norma make an excellent battle party. Create two compound eres: Chloe's Wolf Rising (Ram Strike + Eagle Rising + another eres) and Jay's Fallen Idol + Sea Down (Dagger + Ice Storm + Sparrow Hawk). Don't bother assigning them to buttons. They aren't used much, so it's better to manually order the characters to use the attacks at the appropriate times. Do assign Sword Rain: Omega and Dark Wind to shoulder buttons, so Senel can command Chloe and Jay to attack non-stop while Climax Mode is in use. Ensure that all characters have a Sea-based weapon equipped if possible. Also check the Climax Gauge to make certain it's full. Limit Norma to healing eres only. Shut off all negative status attacks, since they're ineffective and wasteful during this encounter.

Rabid Giet is the real threat in this battle. Attempt to force Rabid Giet and Dark Moses into a corner at the start. Use Climax Mode immediately and call on the three iron eres users to assault Rabid Giet with their best attacks. Continue pounding away at him until he falls. Chloe's Wolf Rising can help keep the Galf pinned down, but it's a counterattack and often less effective than Sword Rain: Omega. Keep the focus entirely on Rabid Giet until the Galf is eliminated (even if Dark Moses escapes from the corner). Dark Moses is powerful, but not a major threat. He's completely ineffective at close range. Pin him in a corner or between two iron eres users and he won't last long. Jay's Fallen Idol compound eres can lower the boss' Sea resistance. This reduces his defenses even further and ensures the party's victory.

Eliminate Rabid Giet before worrying about Dark Moses.

WERITES BEACON

1

Go to Musette's house.

THE GUARDIAN AND THE GUARDED

WERITES BEACON

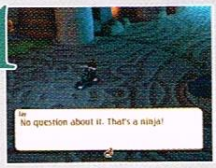
1

Travel by Duct to the Secret Passage.

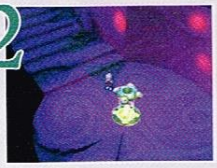
KYRIL & THE BLUE SEPHIRA

There's only one clue left. Check "the crossroads in the kingdom's secret passage." Fortunately Secret Passage is the party's next stop.

SECRET PASSAGE

1 

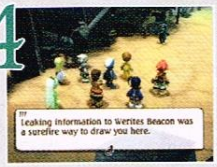
Push through to Map 3 where there's a save point and a health point. Prepare to face the first boss on the next map.

2 

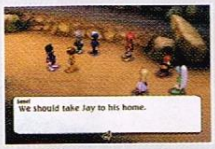
Continue on to Map 5 and enter the Puzzle Booth before the old Oresoren village.

3

Stop at the save point just outside of the Old Oresoren Village and prepare to face the second boss.

4 

The party pursues the enemy to the northeast edge of Map 7. Take a moment to explore the Old Oresoren Village before moving on. Don't miss the hidden monster, Beebeep Chick.



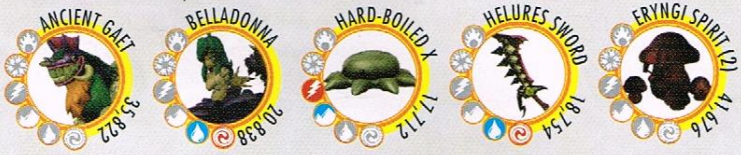
Continue past the village to Secret Passage's distant exit. The party must backtrack to the World Map and the Duct, but take a moment to explore Mountain Path at the end of Secret Passage.

6

Exit Secret Passage and use the Duct to travel to Oresoren Village.

ENEMIES (MAPS 2~6)

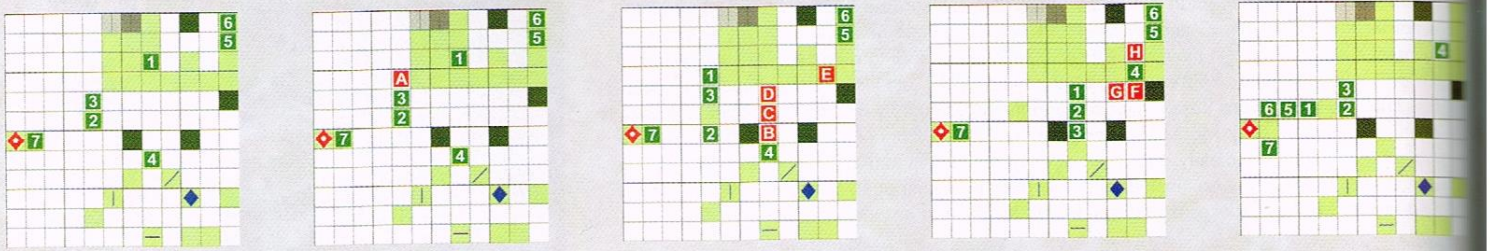
ENEMIES (MAPS 8~13)



ELEMENTS

The creatures in the first half of the dungeon are resistant to Lightning and weak to Earth elements. After the Old Oresoren Village the creatures are resistant to both Lightning and Curse, but weak to Earth and Sea elements.

PUZZLE BOOTH SOLUTION



Rearrange the blocks to shoot the lone switch. Then rearrange the blocks once again to create a bridge to the Duct.

Step 1: Push block 1 down off of the raised platform so it rests in spot A.

Step 2: Use block 1 as a bridge to push block 2 to the ground.

Step 3: Move block 3 to spot B, block 2 to spot C, and block 3 to spot D to create a bridge to block 4.

Step 4: Pull block 4 across the bridge to spot E. Stand where block 4 was and shoot straight left to bounce a shot into the switch.

Step 5: Move blocks 1 and 2 to spots F and G.

Step 6: Shove block 4 off the raised platform and into spot H.

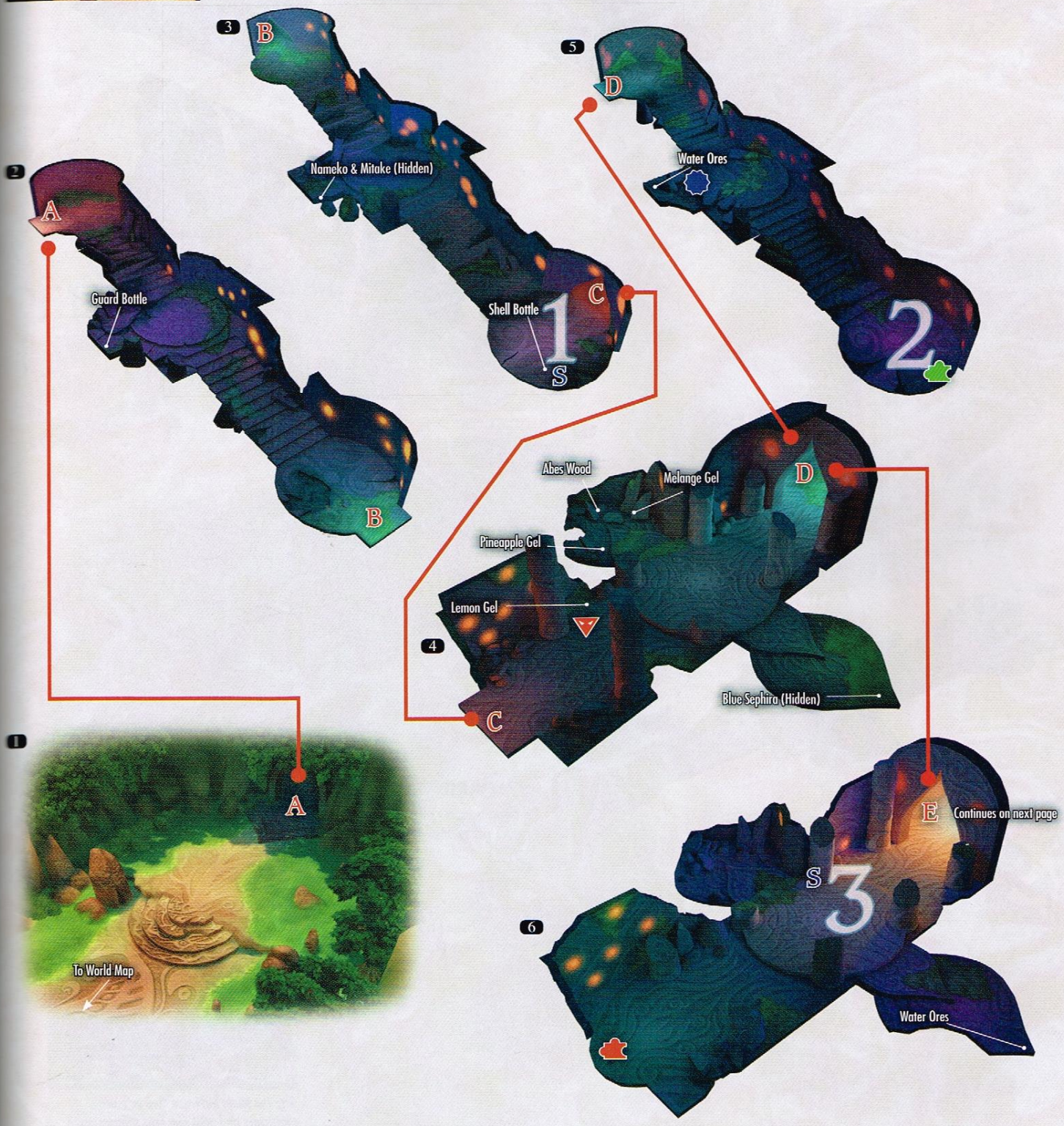
Step 7: Pull blocks 5 and 6 out of the corner carefully and push them off the raised platform near the Duct.

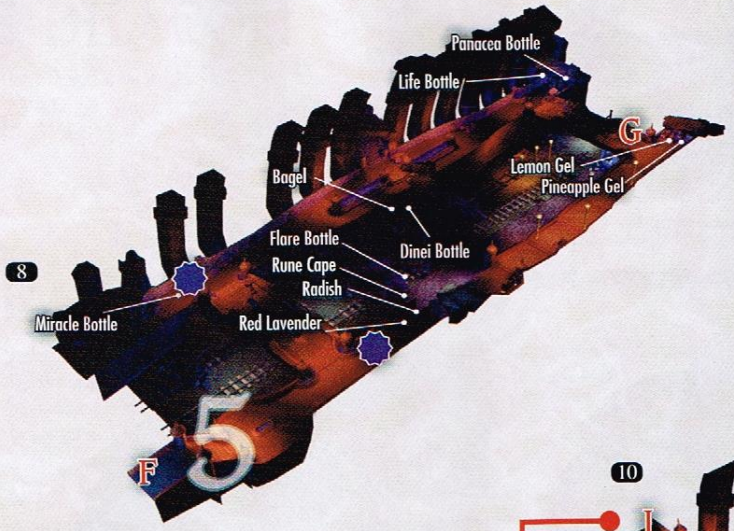
Step 8: Rearrange blocks 1, 2, 3, 5, and 6 to create a bridge to the block 7.

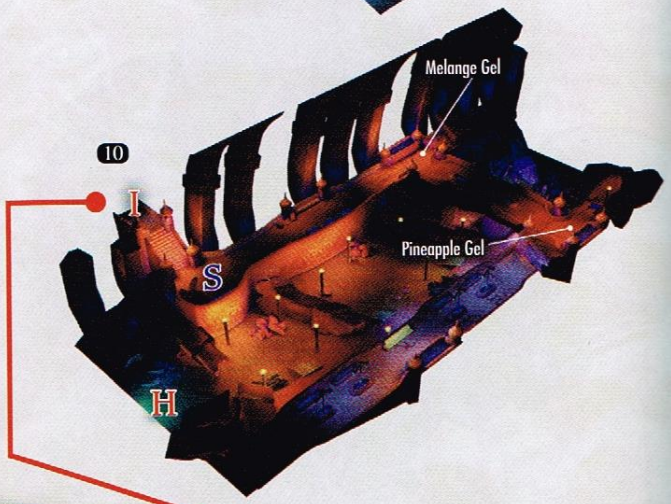
Step 9: Shove block 7 off of the raised platform and enter the Duct.

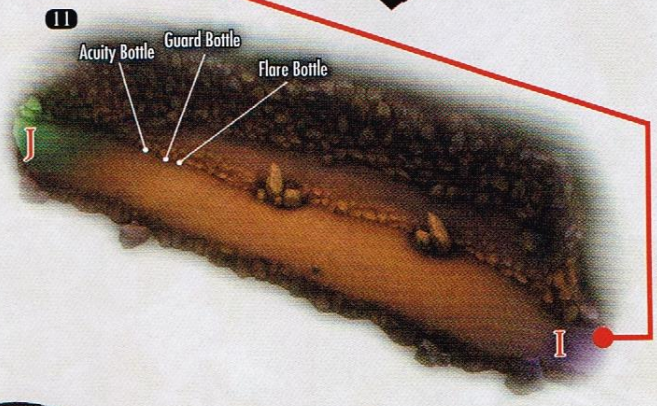
KYRIL & THE BLUE SEPHIRA

Check the southeast corner of Map 4 after fighting off the Ninja. The Sorcerer's Scanner reveals the Blue Sephira! Return it to Kyril to view the reward, a special cinema. The party gets to keep the Blue Sephira when all is said and done.









PREPARING FOR THE FIRST BOSS

Elements don't play a part in the first boss fight, so anyone can be effective in the battle party. However, Senel, Chloe, Jay, and Norma are the best option.

Bosses don't get much easier than this. The Ninja is a pushover when faced with three iron eres users. Equipping Senel with a Restraint Charm can make it even easier, but it isn't necessary. Just pin the boss between the iron eres users and pummel him with combos.

Trap the Ninja between two or more characters and beat him into submission.

PREPARING FOR THE SECOND BOSS

Take Senel, Jay, Norma and another character into this battle. Shut all Curse and Earth eres off while turning on any powerful Sea and Lightning eres. Create Jay's Brimstone Plague + Lightning Down compound eres (Ghost Blade + Pyre + Silent Lightning) and assign it to a shoulder button. Also consider equipping Senel with the FOE1 Charm, though it isn't essential.

Focus the entire party on Belladonna first. Its low HP makes it very easy to eliminate. Trap Beelzebub between Jay and Senel once Belladonna is gone. Use Jay's Brimstone Plague + Lightning Down to lower the boss' Lightning resistance even further. Use Climax Mode to finish the creature off.

Defeat Belladonna immediately, then focus on Beelzebub.

ORESOREN VILLAGE

1

Go to the Scallop Brothers' home.

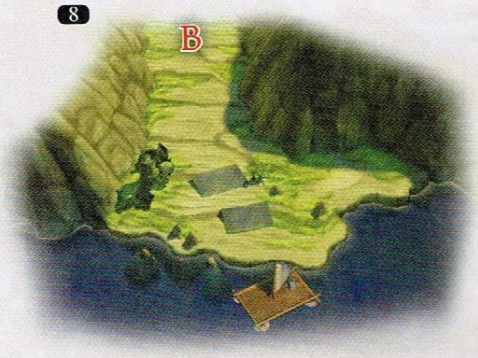
2

Return to Werites Beacon.

6

7

8



WERITES BEACON

Go to Will's home.

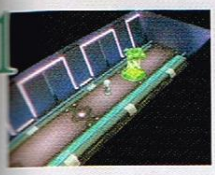
Use the Duct to reach the Ruins of Frozen Light.

KAZ & AIFREAD'S JOURNAL (SIDE QUEST)

Stop in Kaz's home on the west side of Werites Beacon before leaving town. Talk to him about hidden monsters, which the party should've already found at this point, and he rewards the party with Aifread's Hat. Moses also earns the "Pirate" title.

RUINS OF FROZEN LIGHT

1



The party moves to the northeast edge of Map 2 upon entering the ruins. Continue through the door and find the way to the Puzzle Booth on Map 6.

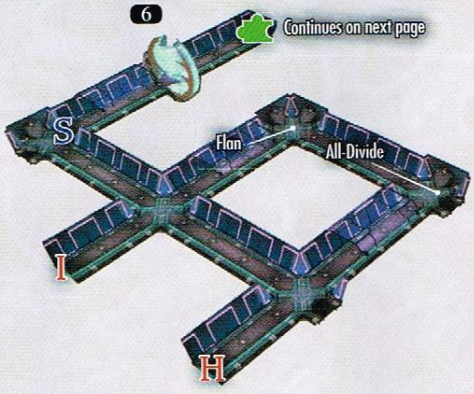
2

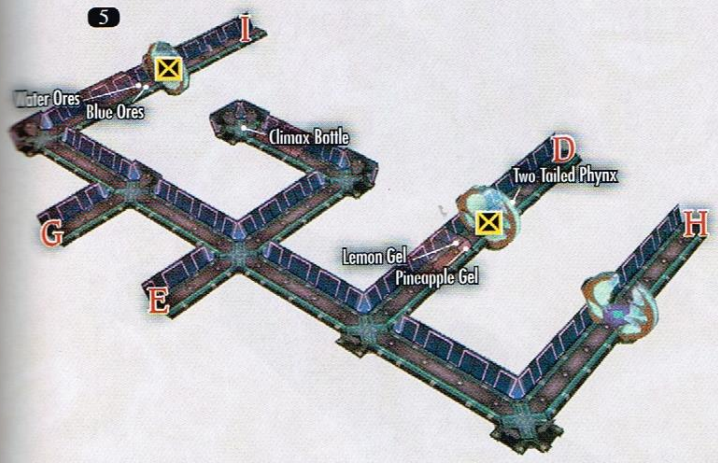
Proceed to the back room, Map 10, on the left side of Map 9 after exiting the Puzzle Booth. Be ready to face the boss before going through the door.

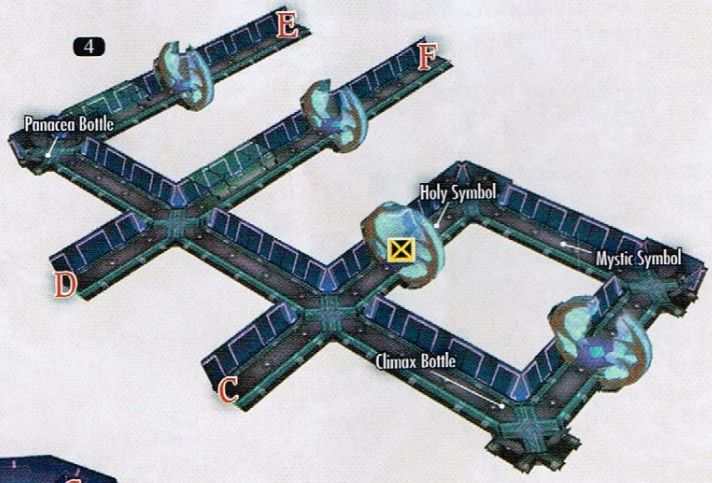
3

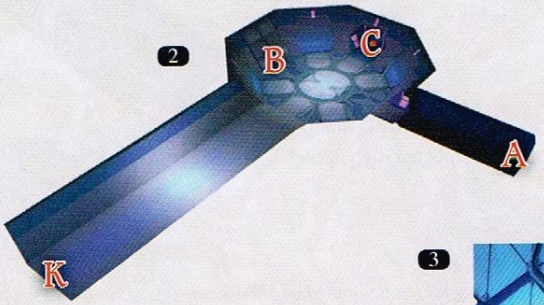
Backtrack out of the Ruins of Frozen Light and return to the Oresoren Village.

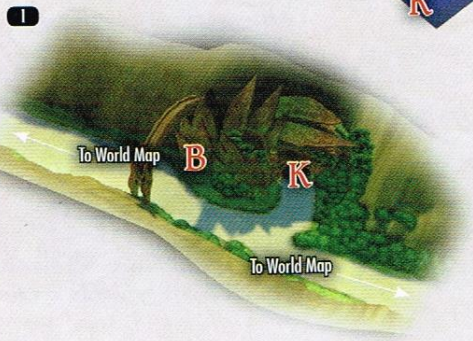
ENEMIES

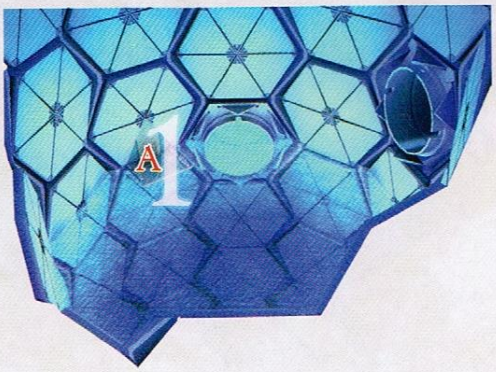












PUZZLE BOOTH SOLUTION

This is a very tricky Puzzle Booth that involves moving a number of blocks to create multiple bridges. There are four switches placed around the room.

Step 1: Stand at spot a next to the Duct and shoot left to bounce a shot into switch 5.

Step 2: Move block 1 to spot B, block 2 to spot C, and block 3 to spot D.

Step 3: Shoot switch 6 from the ground.

Step 4: Move block 3 to spot e, then pull block 4 to spot F.

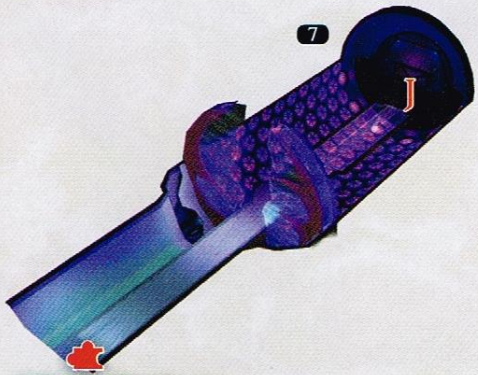
Step 5: Move block 3 to spot G, then push block 4 off the raised platform.

Step 6: Stand in spot H and shoot switch 7.

Step 7: Move block 4 to spot I.

Step 8: Stand in spot I and shoot switch 8.

Step 9: Move block 1 to spot K. Stand on block 1 and shoot switch 9 to open the Duct.



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PREPARING FOR BATTLE

Create a battle party from Senel, Norma, Will, and Grune. Limit everyone to Fire and Sea eres only. All other elements are resisted. Make certain Senel is equipped with an FOE3 Charm.

This is much like the previous Fiend battles. Senel must keep the boss occupied while the crystal eres users bombard it from safety. Use a combination of Whirlwind Talon Blast and Rending Earth to punish the boss at close range. Remember to keep Senel facing the rest of the party so his throws toss the enemy away from the others. Crystal eres like Ancient Nova and Big Bang can cut the boss down quickly.

Throw the boss away from the crystal eres users.

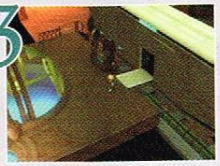
ORESOREN VILLAGE

1

Go to the Scallop Brothers' home.

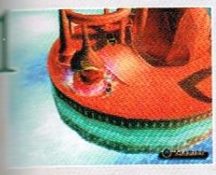
2

Meet the others at the village entrance.

3 

Return to Werites Beacon and use the tram in the Lighthouse to reach Mirage Palace.

MIRAGE PALACE

1 

Fight to Map 5 where the party must pass through a series of transporters to reach the large gate at the end. The best path through the transporters is a, b, c, e. Gather the treasures along the way.

2

Use the health point and save point beyond the large gate and continue on to the Puzzle Booth on Map 10.

3

The transporter puzzle on Map 11 hasn't changed. Use transporters a, b, i, j to get through quickly, or a, b, i, d, g, e, f, a, b, i, j to collect all of the items on the way through. Will offers to assist if the party spends too much time in the maze.

4

Stop at the health point and save point on Map 13 and prepare to face the bosses. Pass through the doors and down the long hall to initiate the battle.

ENEMIES (MAPS 2~4)

ENEMIES (MAPS 5~8)

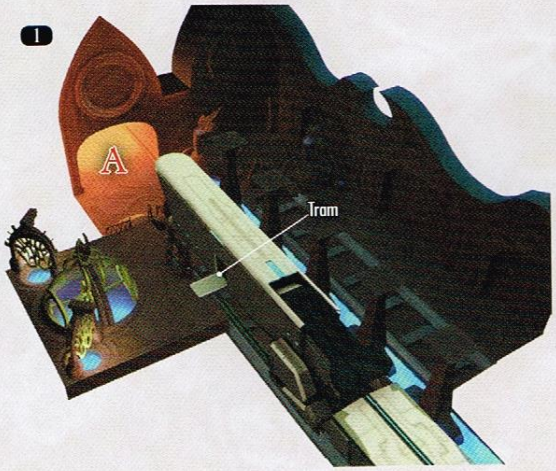
ENEMIES (MAPS 9~13)

ELEMENTS

Shut off Lightning and Sea eres on Maps 2~4. Curse and Earth elements work best in these areas.

Maps 5~8 are home to creatures resistant to Fire, Ice, and Sea. It's best to use Curse through these maps.

The final stretch to the boss, Maps 9~13, is littered with nasty creatures. Limit the entire party to Fire and Sea elements.



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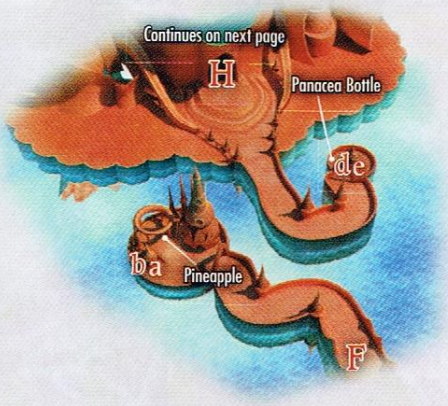
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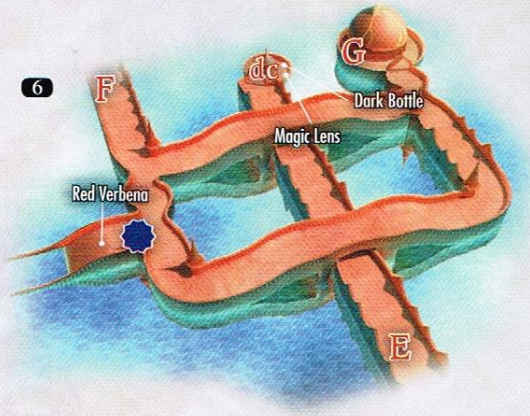
H
Panacea Bottle
de
ba
Pineapple
F

6


G
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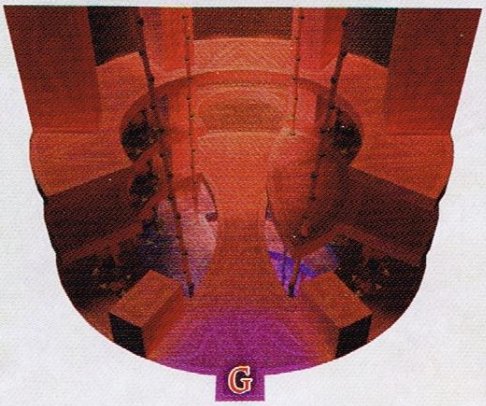
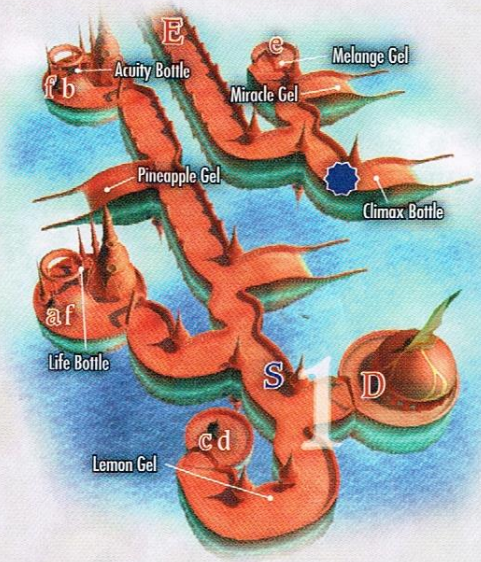
dc
Dark Bottle
Magic Lens
Red Verbena
E

7


G

5


E
e
Melange Gel
fb
Acuity Bottle
Miracle Gel
Pineapple Gel
Climax Bottle
af
Life Bottle
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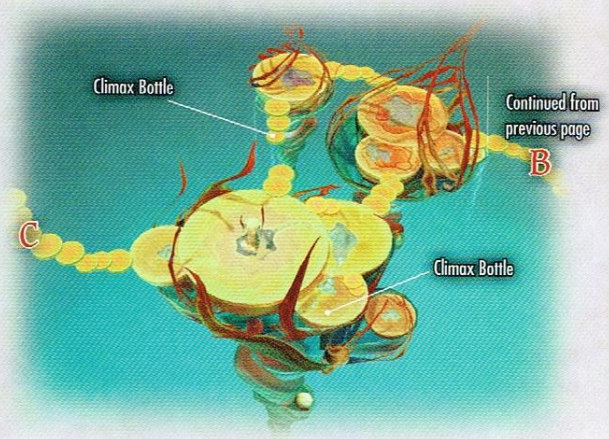
Lemon Gel

4

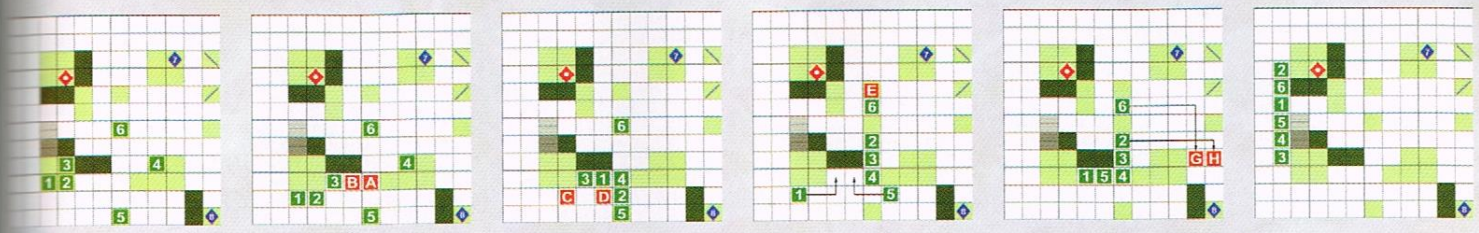
D
C

3


Climax Bottle
Continued from previous page
B
C
Climax Bottle

PUZZLE BOOTH SOLUTION

Carefully reposition the initial blocks, so the party can knock all of the blocks to the floor. Then arrange the blocks to shoot the switches and reach the Duct.



Step 1: Push blocks 1 and 2 off of the raised platform. Pull block 2 so it sits next to block 1.

Step 2: Pull block 3 out of the corner and off of the raised platform.

Step 3: Move block 2 to spot A and block 1 to spot B to create a bridge.

Step 4: Cross the bridge and push block 4 to the floor.

Step 5: Move block 2, so it sits next to block 3. Shove block 4 into the space where block 2 sat previously. Push block 2 between blocks 4 and 5.

Step 6: Cross the bridge and pull block 5 over one space.

Step 7: Return to the floor and move block 3 to spot C to get it out of the way, then pull block 1 to spot D. Move block 4 where block 1 sat a moment before and then return block 3 to its position at the start of Step 7.

Step 8: Cross the bridge again and shove block 5 to the floor.

Step 9: Move block 1 back three spaces, then move block 2 next to spot 6. Position block 3 next to block 2. Move block 4 over one space so it's next to block 3. Then move block 5 and block 1 into the gap.

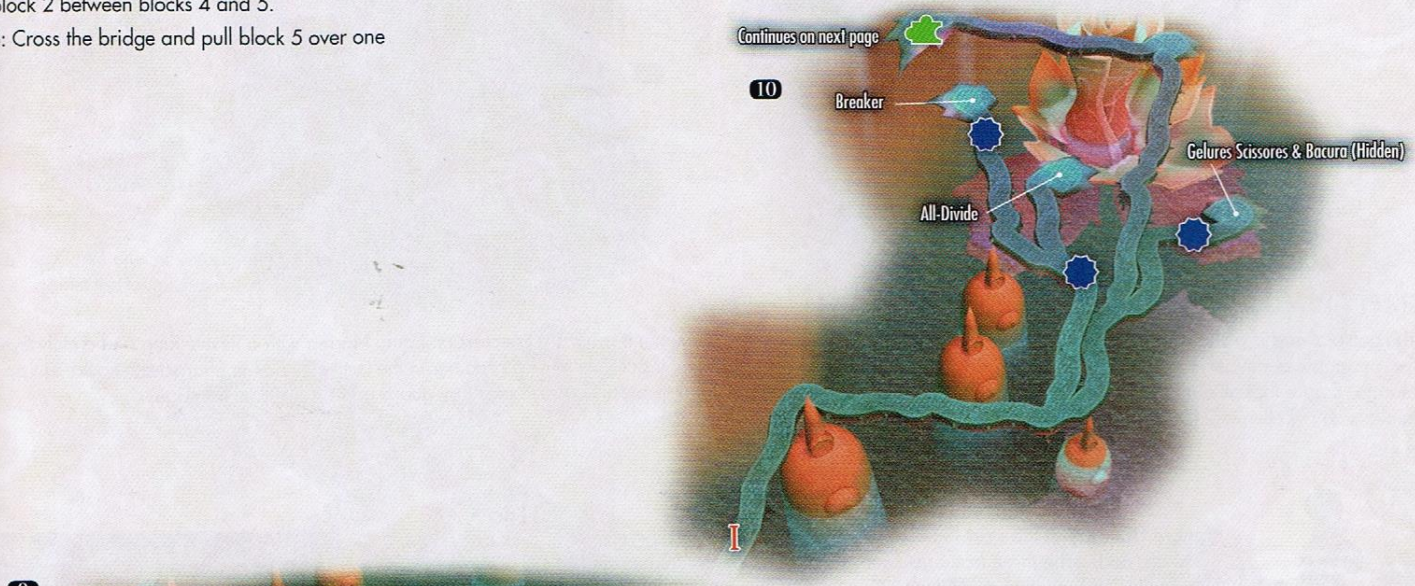
Step 10: Cross the bridge and shove block 6 to the floor.

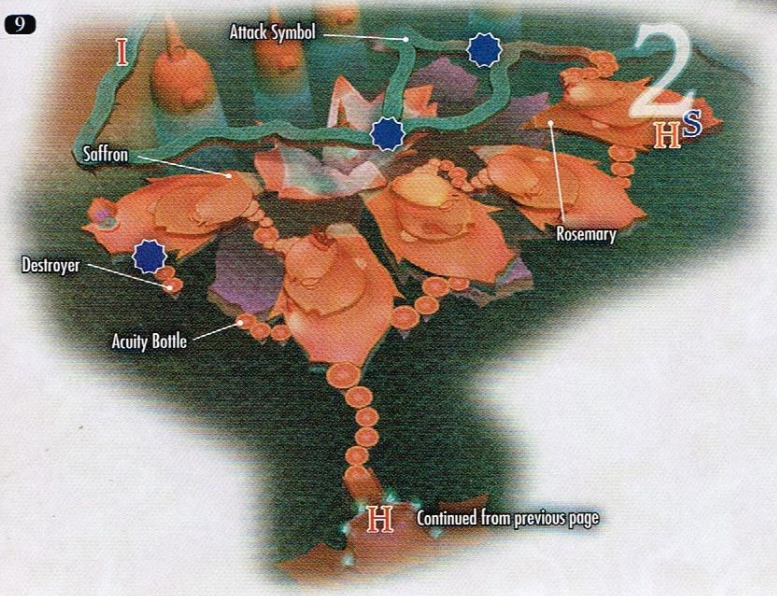
Step 11: Stand at spot e and shoot down/left into the reflector to hit the first switch.

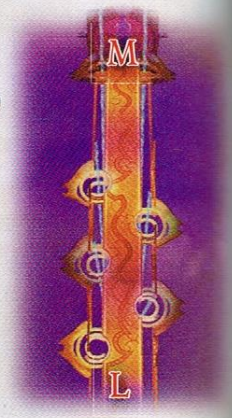
Step 12: Move blocks 2 and 6 to spots G and H.

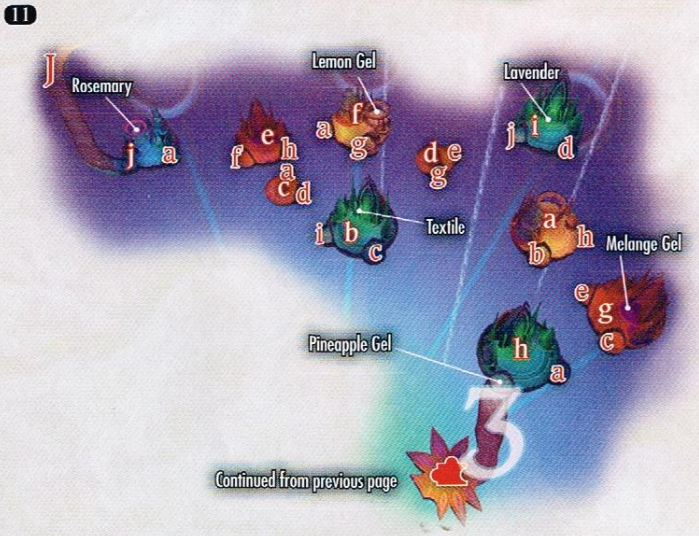
Step 13: Stand in spot H and shoot the second switch by aiming down/left.

Step 14: Move all six blocks to the top/left side of the room to create a bridge from the stairs to the Duct.



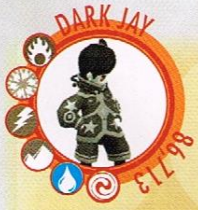






PREPARING FOR BATTLE

The battle ahead is a challenging one. It features a powerful duo of fighters that's capable of devastating casters, so limit the party to Senel, Chloe, Jay, and Norma. Ensure that all of Norma's attack eres are turned off, so she's limited to healing. Jay's Fallen Idol (Dagger + Ice Storm + another eres) can be equipped, but it really isn't necessary. Equip Norma with a Revive Ring and a Holy Symbol if possible to help keep her in the battle. The other characters should equip protective accessories that guard against physical damage.



Ignore Dark Jay at the start. Solon is the greater threat. Quickly surround Solon and trigger Climax Mode. The three iron eres users should be able to chip away around half of his health. Finish him off with a Climax Combo and Rending Earth. Use knockdown attacks like Whirlwind Talon Blast and Dragon Strike to repeatedly drive Solon to the ground and follow up with Rending Earth over and over until the enemy is defeated. Dark Jay isn't too difficult to defeat once Solon is gone. Surround him and try to keep him pinned in one spot. Norma should be able to keep the party alive until the battle is finished.

Attack and eliminate Solon as quickly as possible.

WERITES BEACON

Check for Grune on the second floor of the Dreaming Traveler.

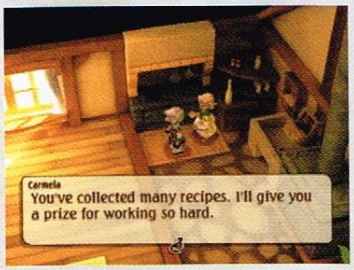
BIRTH

WERITES BEACON

1 Use the Duct to reach the Far Shore of Raging Bay, then travel north to the Bridge.

THE FIRE MONUMENT, MIMI, & CARMELA

Take a moment to explore the Fire Monument in the Quiet Lands. There are some excellent treasures to be found, but more importantly Mimi makes an appearance on Map 3. She presents the party with the Fish Stew Bread Bowl recipe. This is the last time she shows up as a spinning object.



Keep baking and unlocking new recipes until the party has mastered all of them except for the Meat Stew Bread Bowl. At that point, speak to Carmela in the house next to Senel's. She rewards the party's efforts with the Meat Stew Bread Bowl recipe. Jay also receives the "Home Cooking" title.

Also stop by the empty house with a waterwheel on the east side of Werites Beacon once the party has the Meat Stew Bread Bowl Recipe. The party hears a suspicious sound upon entering the house for the first time. Exit and re-enter to find Mimi resting on her bed. Examine her to earn the Baker's Hat and Shirley's "Poster Girl".

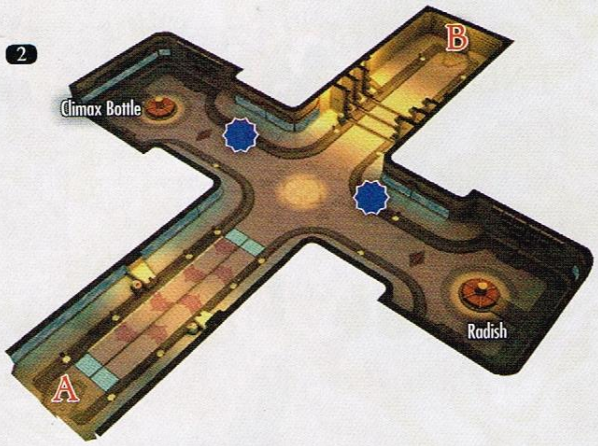
BRIDGE: LEVEL 1

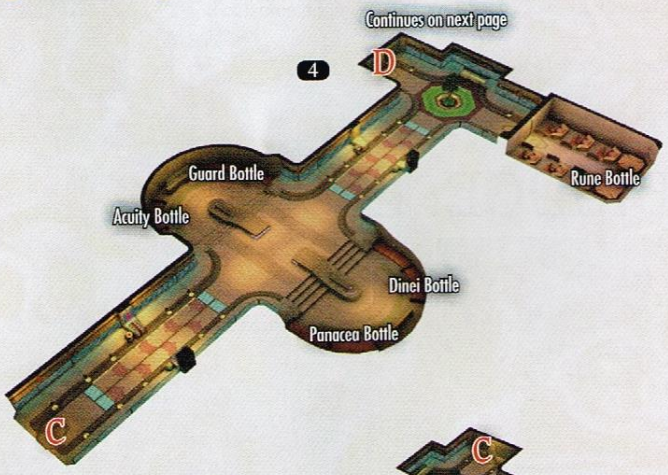
1 There's not much to do on Level 1. The door at the end is still unlocked, so the party can easily proceed to the Puzzle Booth and then Level 2.

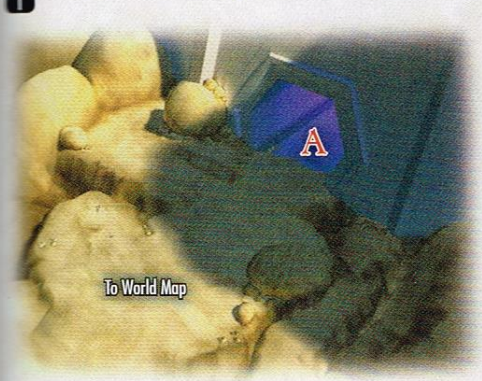
ENEMIES

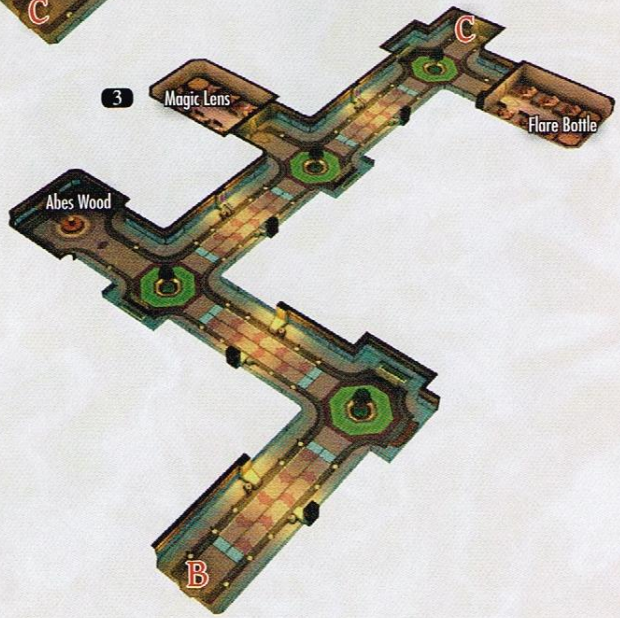
ELEMENTS

Avoid using Curse eres or weapons on the first level. Sea elements are especially effective against the tough Devil Automaton, which appears frequently.

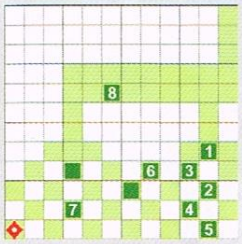








PUZZLE BOOTH SOLUTION

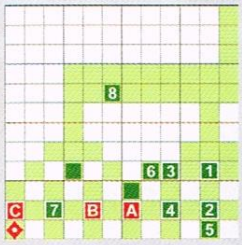


Push the blocks into the holes to create a bridge to the Duct. Be very careful when moving the blocks. A block can't be recovered once it's been dropped into a hole without resetting the puzzle.

Step 1: Push block 1 one space into the hole next to it.

Step 2: Do the same with block 2.

Step 3: Push block 3 one space up/left.



Step 4: Do the same with block 4.

Step 5: Pull block 5 away from the wall, then shove it up/left one space. Go around the block and shove into spot A.

Step 6: Pull block 6 back three spaces, then push it down/left two spaces. Pull it up/left one space and then go around the block and push it up/left to spot B.

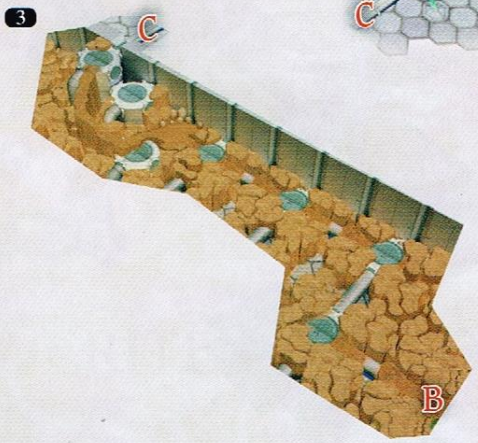
Step 7: Push block 7 up/left one space.

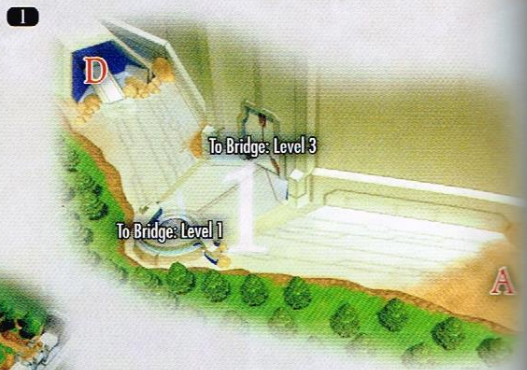
Step 8: Push block 8 down/right five spaces, then down/left six more. Pull the block one space up/left, and then go around and push it to spot C.

BRIDGE: LEVEL 2

Level 2 is simple, since there's nobody to chase this time. Feel free to explore the area, but there are no items to be found.

ENEMIES



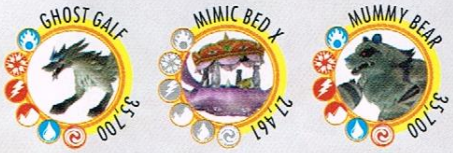


BRIDGE: LEVEL 3

1

Use the health point and save point at the bottom and then head up the stairs. Look for chests along the way.

ENEMIES

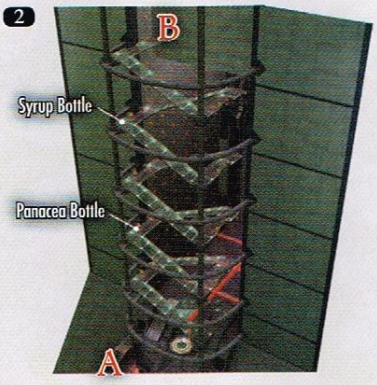


ELEMENTS

Limit the party to Fire and Sea eres from this point forward. The Ghost Galf and Mummy Bear are resistant to other elements.

3

2



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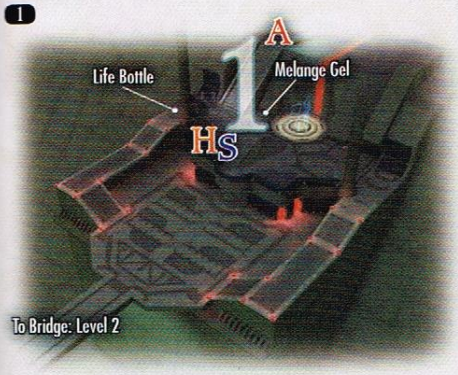


BRIDGE: LEVEL 4

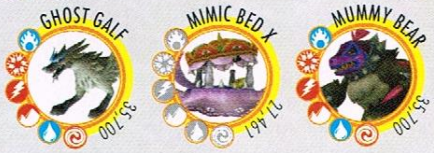
1

Proceed to the save point on Map 4. Take a moment to prepare for the boss before passing through the large door ahead.

2

Return to Werites Beacon.

ENEMIES



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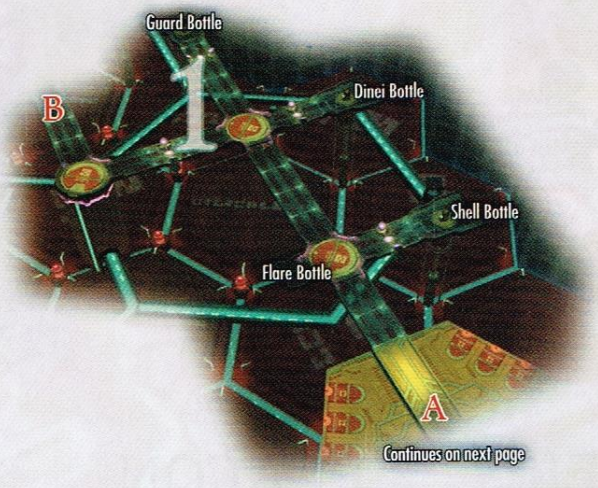

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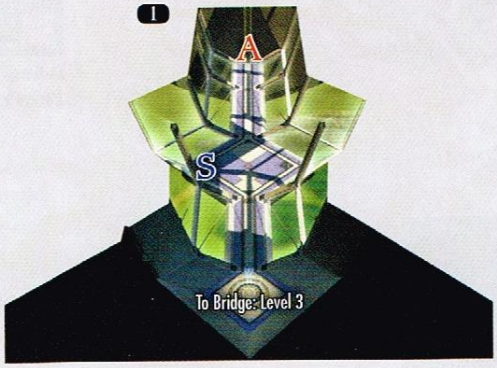

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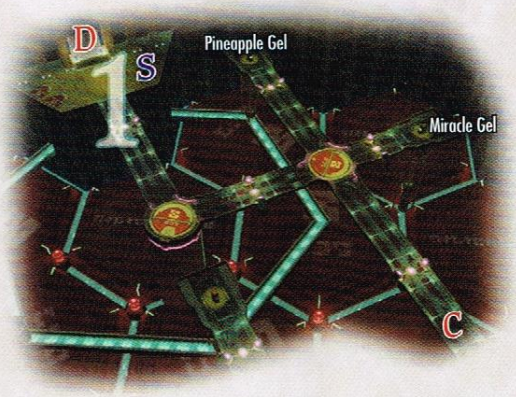


3

PREPARING FOR BATTLE

Prepare Senel, Jay, Will, and Norma for the coming battle. All Lightning Eres should be turned off, Earth eres are effective, but leave them off too. Create Jay's Fallen Idol + Fire Down compound eres (Dagger + Ice Storm + Flame Dagger) and assign it to a shoulder button. Also assign Norma's Revive to a shoulder button and limit her to healing eres and maybe Ancient Nova. Will should be limited to Big Bang and maybe Extension.

This fight is similar to the first Vaclav battle, but Dark Vaclav is stronger and uses a few new attacks. Begin the fight with Climax Mode and strike Vaclav with Jay's Fallen Idol + Fire Down to increase the effectiveness of Will's Big Bang and Norma's Ancient Nova. Finish Climax Mode with a Climax Combo and follow it with Rending Earth. Use a combination of Dragon Strike for damage and Whirlwind Talon Blast to knock Dark Vaclav down for the rest of the battle. Follow each knockdown attack with Rending Earth. Keep ordering Norma to heal. Jay should take a beating up close, but Senel can survive with good defense. Watch Dark Vaclav carefully and guard against his quick melee combos and eres assaults.

Defense is important. Guard against Dark Vaclav's melee combos and eres.

WERITES BEACON

1

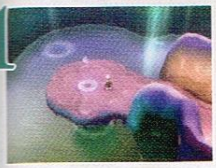
Go to Will's house.

2

Use the Duct to reach the Altar of the Sea.

ALTAR OF THE SEA

1



Progress through the dungeon to the save point on Map 5. Prepare to face the boss before climbing the steps on Map 6.

2

Backtrack out of the Altar of the Sea and use the tram in Werites Beacon to reach the Wings of Light.

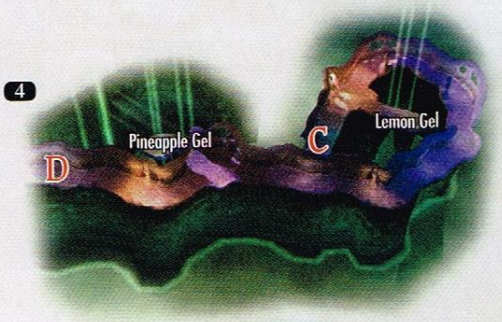
ENEMIES

ELEMENTS

Curse is the only safe element in this dungeon. The party can switch tactics with each new battle if desired, but it's best to stick with Will's Extension and Norma's Tractor Beam and Black Hole. Make sure Senel and Chloe have weapons with Curse attributes or no attribute at all.

6

4



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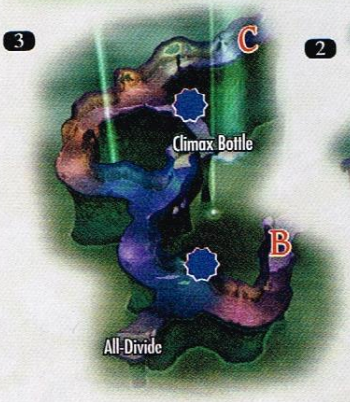

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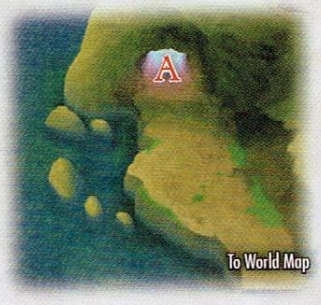


PREPARING FOR BATTLE

Take Senel into battle along with Norma, Will, and Shirley. Create and equip Senel's Ogre Drop (Ground Slam + Dragon Blast + another eres) along with a Stone Charm. Also give Will a Stone Charm. He can always assist the other casters if they're turned to stone. Limit Will to Extension and Norma and Shirley to Tractor Beam along with their normal healing eres. Make sure Senel also has the Impact eres assigned to a button.

The Anubis Megant is a formidable foe. Its melee attacks are powerful and its charge attack can strike the entire party and makes it impossible to pin the enemy down. Defense is extremely important. Defend the boss' melee attacks and counterattack with Impact followed with Ogre Drop if the boss is knocked to the ground. Try to keep the boss away from the crystal eres users. Knock it down quickly if it gets too close or charges into them to give them a chance to run to the opposite side of the screen.

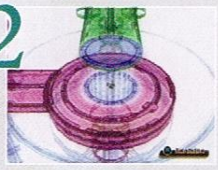
Use Impact and Ogre Drop to keep the boss on the ground and away from the crystal eres users.

WINGS OF LIGHT

1

Pass through the first few areas to the Puzzle Booth on Map 4.

2



Continue through the purple and green maze by using the circular transporters to move up and down the levels.

3

Look for a save point and health point on Map 10. There's a long way to go still, so make the most of this opportunity.

4

Stop at the health point and save point on Map 17 and rest. The boss is at the top of the long ramp. Don't prepare for the boss battle until the party reaches the top edge of Map 17.

ENEMIES (MAPS 2~4)

ENEMIES (MAPS 5~8)

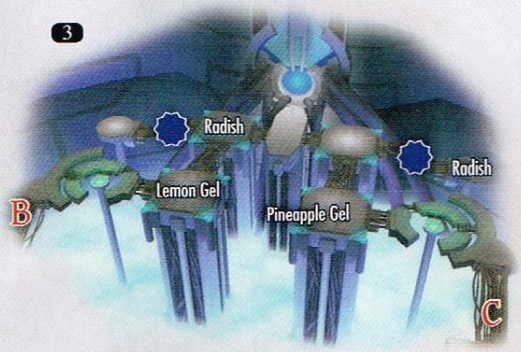
ENEMIES (MAPS 9~17)

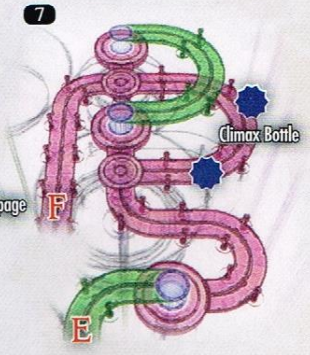
ELEMENTS

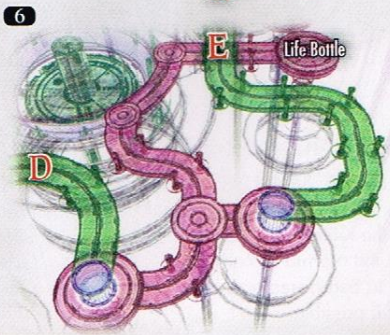
Avoid Lightning, Fire, and Sea elements on maps 2~4. Use Ice, Earth, and Curse instead.

Sea and Curse should be avoided on maps 5~8, but Sea resistance is very rare. Feel free to use Sea eres and just shut them off when a resistant creature appears.

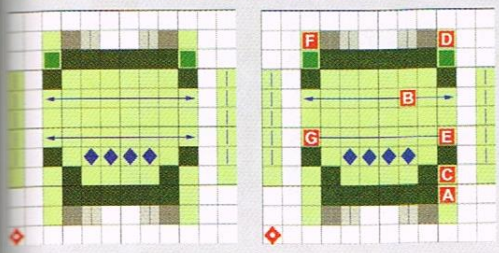
Fire is the only safe element from map 9 to the end. The other elements are resisted by one or more creatures. Tiamat is the only creature resistant to Sea, but it's best to shut Sea elements off and rely on Fire.







PUZZLE BOOTH SOLUTION



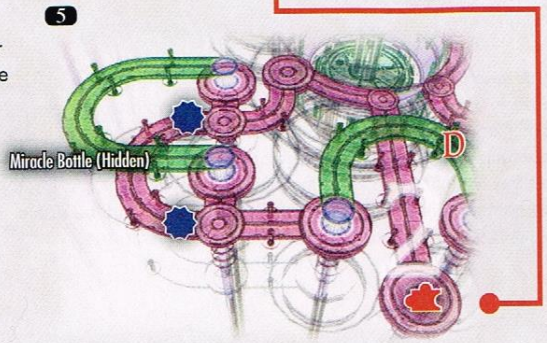
Stand in the proper spots and shoot the reflectors at the correct time to bounce a shot into each of the four switches. Senel earns the "True Puzzle Master" title after solving this Puzzle Booth if the player has solved all of the Character Quest Puzzle Booths without game assistance.

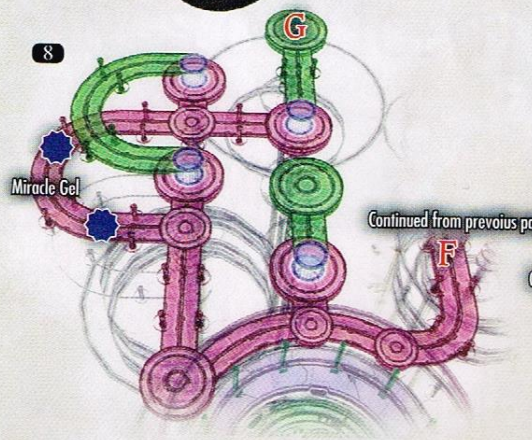
Step 1: Stand in spot A and shoot right as the slower reflector crosses spot B.

Step 2: Stand in spot C and shoot right as the slower reflector crosses spot B.

Step 3: Stand in spot D and shoot down as the fast reflector is in spot E.

Step 4: Stand in spot F and shoot left as the fast reflector is in spot G.





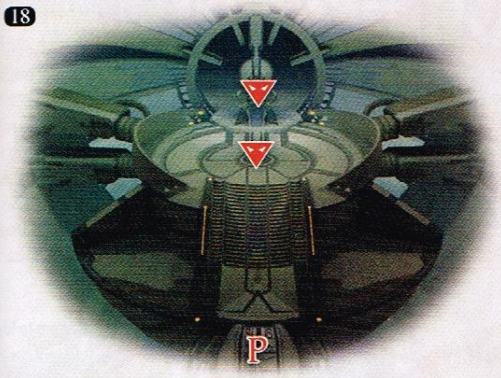
PREPARING FOR BATTLE

Senel, Norma, Shirley, and Grune, added at the last moment, form a good party for this battle. Equip Senel's Kaiser Gears if he has them (Craft Stop recipe) and create the Killing Time compound eres (Rending Earth + Phoenix Strike + another eres). Limit Norma to Revive and Resurrection. Grune and Shirley should be limited to Sea-based eres once the battle begins. Ensure everyone has a Doom Charm if possible.

Attack with Climax Mode at the start of the fight and use the Climax Combo immediately. The party can often cause well over 24,000 points of damage, which is a huge help. Guard against Schwartz's attacks and counterattack with Whirlwind Talon Blast. With a little luck and timing Senel can knock Schwartz down and use Killing Time to really cause some damage. Mainly try to keep the casters safe, so they can bombard her with Sea eres. Also keep commanding Norma to cast Revive throughout the battle. The only time she shouldn't be casting is when Schwartz is near and she needs to run.

Try to catch Schwartz with Whirlwind Talon Blast while she's casting.

18



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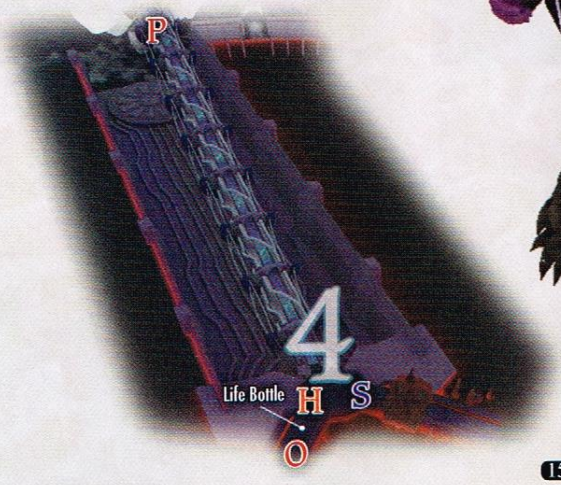

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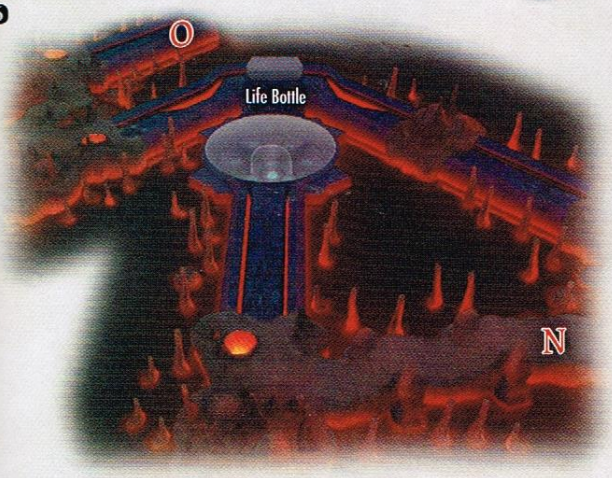


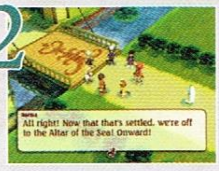
15

WERITES BEACON

1

Return to Will's house.

2



Use the Duct to reach the Altar of the Sea.

WRAPPING THINGS UP

This is a great time to finish up the side quests (if there are any that remain incomplete). It's also a good time to hunt for additional Eres Stones if any of the crystal erens are still holding onto a scroll.

ALTAR OF THE SEA & THE CRADLE OF TIME

1

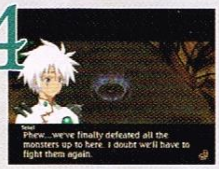
The party automatically bypasses the bulk of the Altar of the Sea dungeon and immediately appears at its peak. Enter ready to fight the first boss. Defeat Pandemonium Gaet.

2

Examine the glowing altar to travel to the Cradle of Time.

3

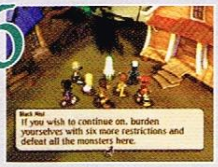
Use the health point and enter the glowing circle to face a series of six bosses. Defeat them all in a row without running to proceed. Remember to heal between battles and adjust attacks as necessary. Breast comes in really handy here.

4 

Take a moment to return to Werites Beacon to save and restock on items after defeating the last of the six bosses. Return to the area and prepare to face Dark Senel and Dark Shirley before proceeding.

5

Defeat Dark Senel & Dark Shirley.

6 

The party can return to town once again to save if desired. Otherwise, pass through the transporter to face a second series of six bosses.

7

Return to Werites Beacon one last time to stock up on items, rest, and save. Note this is also the last opportunity to complete side quests. Reenter the Cradle of Time when ready to face Schwartz.

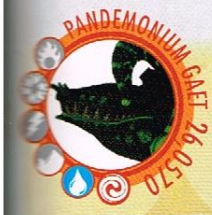
PREPARING FOR THE FIRST SIX BOSSES

Senel, Chloe, Norma, and either Moses or Jay. Jay's compound eres can be useful, but Moses tends to take less damage. Limit Norma to Revive and Resurrection for most of these battles.

Senel Overlord Surge + Death (Rending Earth + Dragon Crush + Dragon Strike) for the Grand Gaet.

Chloe's Carapace Gambit (Gambit + Focus + Demon Fang Fury) for the Base Turtle

Jay's Tragic Gale + Fire Down (Ghost Blade + Silent Reaper + Flame Dagger)



Attack the Sea Gaet with Senel, Chloe, Grune, and Norma. Strike the boss with Senel's Impact to knock it down then follow up with the Dag Surge compound eres (Avalanche Drop + Twin Demon Fist + another eres). Dag Surge doesn't work every time, but the damage it causes is worth the risk and TP. Limit Grune to Judgment and Norma to healing eres. This isn't a difficult fight, but expect a long battle due to the boss' high HP.

Knock the boss down with Impact then attack with Dag Surge.

Create and equip Senel's Overlord Surge + Death compound eres (Rending Earth + Dragon Crush + Dragon Strike) prior to the battle. Knock the Grand Gaet to the ground with Whirlwind Talon Blast and follow with Overlord Surge before it can get back up. Senel, Chloe, and Jay take a beating, so keep Norma casting a constant stream of Revive.

Batter the boss with Senel's Overlord Surge.

Guard whenever an exclamation point appears over the boss' head to avoid its steam release. Assault the boss with a combination of Whirlwind Talon Blast and Rending Earth while Chloe uses Sword Rain: Omega to break the boss' guard. Senel should be able to make quick work of the boss with the help of the other iron eres users.

Punish the boss with the combination of Chloe's Sword Rain: Omega and Senel's Whirlwind Talon Blast.

Act quickly. Attack the nearest Galf and push it back to the second. Trap the two Galves in the corner and unleash a barrage of Sword Rain: Omega and Whirlwind Talon Blast. Watch Norma if one of the two Galves should escape. Use Climax Mode if she's ever in trouble. Keep the Galves pinned down and this battle is a breeze.

Pin the Galves in the corner and keep them there.

Jay should join the party for this battle. Create his Tragic Gale + Fire Down compound eres (Ghost Blade + Silent Reaper + Flame Dagger) and assign it to a shoulder button. Unleash Jay's Tragic Gale and allow Norma to bombard the boss with Ancient Nova. Otherwise, pin the Zephyr in the corner and keep it trapped there with a combination of Whirlwind Talon Blast, Sword Rain: Omega, and Rending Earth.

Weaken the boss' Fire resistance, so Norma's Ancient Nova is more effective.

Senel and Chloe should be equipped with Stone Charms for this fight. The boss' gaze can instantly petrify party members. Otherwise, attack quickly and pin the boss in the corner. The party should easily pin the boss down and prevent it from casting. Keep using the combination of Sword Rain: Omega and Whirlwind Talon Blast.

Beware of the boss' petrifying gaze.

Create and equip Senel's Writhing Demon compound eres (Ground Slam + Shadow Rush + another eres). Also give Senel a FOE2 Charm to protect him from the boss' red FOE. Pin the boss between Senel and Chloe and attack with Whirlwind Talon Blast. Watch for the boss to curl up and use Writhing Demon to cause major damage. The party should be able to control and defeat the Dinowyrm pretty easily.

Keep the Dinowyrm pinned between Senel and Chloe.

PREPARING FOR DARK SENEL AND DARK SHIRLEY

The battle party should remain as Senel, Chloe, Norma, and Jay. Check to ensure that Norma is limited to Revive and Resurrection and Senel has Whirlwind Talon Blast and Rending Earth ready to use.

Charge Dark Senel at the start and use Climax Mode as soon as Senel is within his reach. Ignore Dark Senel and dash past him to reach Dark Shirley. She's the true threat. Gang up on her and use a Climax Combo. The party won't be able to defeat her that easily, but the hardest part of the battle should be over. Keep pounding on Dark Shirley no matter where Dark Senel goes. Use healing items to keep Norma alive if necessary, but don't let Dark Shirley escape the three iron eres users. Ideally the party can trap the two bosses together, but not always. Dark Senel is a pushover once Dark Shirley is eliminated. Surround him and use a combination of Sword Rain: Omega and Whirlwind Talon Blast to bring him to his knees.

Focus on Dark Shirley from the start.

PREPARING FOR THE SECOND SET OF SIX BOSSES

Elements can play a bigger part the second time around. Drop Jay in favor of Grune, Will, or Shirley. Adjust their eres for each battle to give the party an advantage. The most common weaknesses are Lightning and Earth, so Will's Extension is typically the most useful spell. However, Grune has greater offensive potential.

Allow Norma (and possibly Shirley) to attack with Ground Dasher during this battle. Pin the Galf between Chloe and Senel and the crystal eres users should be able to strike from complete safety. Keep it pinned down with Sword Rain: Omega and Whirlwind Talon Blast.

Ground Dasher is effective in this fight.

This creature is fairly simple. It can poison the party, but otherwise it isn't much of a threat. It doesn't hurt to have Will in the group for Recover and Extensions. Make sure all Earth eres are turned off. Pin the enemy between Chloe and Senel once again while the crystal eres users bombard it from a distance.

The boss' poison is annoying, but not life threatening.

Equip Senel with Overlord Surge (Rending Earth + Dragon Crush + another eres) once again. All Earth eres should remain off. Knock the boss over with a combination of Sword Rain: Omega and Whirlwind Talon Blast, then follow up with Overlord Surge. Chloe and Senel should be able to keep the beast away from the crystal eres users throughout most of the battle.

Senel's Overlord Surge can make for an easy fight.

Turn all Fire eres off. Will should join the party for now. Limit him to the Shooting Stars eres. Equip Senel with Serpent Strangle (Avalanche Drop + Talon Storm + another eres). Knock the boss over with Senel's Dragon Strike and Whirlwind Talon Blast and follow up with Serpent Strangle. Keep the Dragon pinned between Chloe and Senel and attack its back so it can't interrupt the eres.

Knock the boss over and attack with Serpent Strangle.

Give Senel and Chloe Restraint Charms to protect them from the boss' web. Trap the boss between Chloe and Senel, so only one of them can be caught in its pincers at a time. That allows the other to attack the boss in the back for a short time without fear of counterattack. Knock the boss over as usual with Whirlwind Talon Blast and throw it to the ground with Rending Earth.

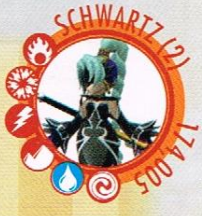
Surround the boss to prevent it from grabbing two characters at a time.

Create Senel's Demolition (Rending Earth + Wyrm Rush + another eres) and assign it to a button. Knock the boss down with Dragon Strike and Whirlwind Talon blast, then attack the enemy with Demolition before it can rise. Keep the boss pinned in the corner and away from the crystal eres users or it can cause some serious trouble. The easiest way to do so is to keep Senel's back toward the other party members, so the boss is tossed way from them when Demolition is used.

Demolition makes short work of the Royal Automaton.

PREPARING TO FACE SCHWARTZ

Sea is the only safe element in the coming battle. Shut all other eres off. Take Senel, Norma, Grune, and Shirley into battle. Create Senel's Killing Time compound eres (Rending Earth + Phoenix Strike + another eres) and assign it to a button. Also equip Senel with the Kaiser Gears (Craft Stop). Limit Norma to Revive and Resurrection. Grune should be limited to Judgment and Shirley to Tidal Wave. Ensure that all Curse eres are turned off and no weapons with a Curse attribute are equipped, since both can heal the boss.



Resist the urge to use Climax Mode. The party needs it for the second round. Focus on hitting Schwartz with Dragon Strike and Whirlwind Talon Blast between Schwartz's combos to knock her down and then punish her with Killing Time. Keep Norma casting a constant stream of Revives by putting the command on a shoulder button and tapping it each time she casts. Grune's Judgment and Shirley's Tidal Wave can cause significant damage to the boss when Senel is forced to block. The party only needs to obliterate half the boss' health to end the first round.

The second round is when things get serious. Immediately restore lost HP and TP. Use Climax Mode at the start, so the gauge has time to refill. Also use Climax Bottles to speed things up a bit. Block and counterattack and try to protect the crystal erens in the same manner as the first round. The boss now uses a variety of powerful eres. This makes the battle tougher, but also a bit easier. Watch for her to cast and immediately attack with three punches and Whirlwind Talon Blast. Senel can usually knock Schwartz down before the eres is cast, which also gives him a great opportunity to use Killing Time. Resurrect Norma quickly if she falls, so she can keep the party healed. Also use TP recovery items whenever a caster is knocked out and resurrected. It's a tough fight, but the key is to keep the boss busy and command Norma to heal constantly.

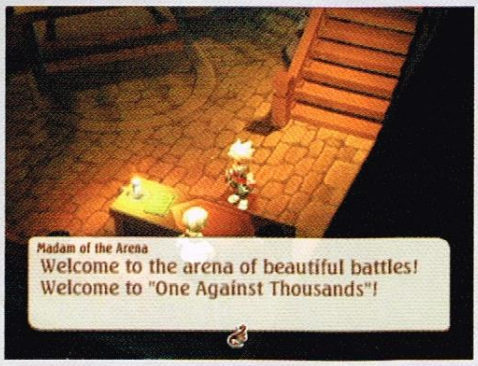
Attack Schwartz while she's casting to knock her down.

Senel's Killing Time is the party's greatest weapon.

Side Quests

There are numerous side quests hidden throughout Tales of Legendia. Most begin during the second half of the game (in the character quests), but a few begin during the main quest and end during the character quests. Pay close attention to the information provided. Some side quests have very specific requirements that must be fulfilled at specific moments in the game.

ARENA



The arena is found in the Dreaming Traveler's basement during the character quests. The grand opening is actually a part of the character quest introduction, even though the battle that takes place isn't a true arena event. The party can test their combat skills in the arena at any time and earn some really cool items and heaps of gald.

There are two battle types in the area: Single Battle and Party Battle. Single Battle pits the lead character against a series of three enemies. Party Battle allows the entire battle party to take on three monster groups. Party Battles tend to be slightly easier than Single Battles, but both are challenging. Each round, except for the special rank, costs a small amount of gald, but the cost is negligible and nothing when compared with the potential rewards.

The party or character in each arena battle must win the series without using items. Damage caused in each round is carried over to the next. Defeat is meaningless, so feel free to try over and over again. The party only loses the gald spent to enter the arena and nothing else.

SINGLE BATTLE

Senel is the best choice for Single Battles. Equip him with a Holy Symbol, so he's slowly healed, and another accessory depending on the rank. Guard and counterattack each enemy. Don't run in and attack recklessly. Back off if his HP gets too low to give the Holy Symbol a chance to work. All eight characters should attempt to clear the "Advanced" rank to earn a special title. Prepare the others in the same manner and practice speed casting with crystal erens.

BEGINNER (500 GALD)

Round 1:	Yellow-Bellied Hopper
Round 2:	Boss Bear X
Round 3:	Knock Megant
Prize:	Life Bottle, Flare Bottle, Dinei Bottle, 5000 Gold
Replay Prize:	Apple Gel, Orange Gel, Melange Gel, 5000 Gold

This is a simple group. Equip the character with a Poison Charm to prevent the Hopper's poison from taking effect in the first round.

INTERMEDIATE (1000 GALD)

Round 1:	Dandarantula
Round 2:	Ves Diva
Round 3:	Peepit
Prize:	Life Bottle, Flare Bottle, Dinei Bottle, Acuity Bottle, Guard Bottle, Climax Bottle, 10,000 Gald
Replay Prize:	Lemon Gel, Pineapple Gel, Miracle Gel, 10,000 Gald

Equip a Stone Charm for this series. The Ves Diva's gaze can end the fight very quickly.

ADVANCED (1500 GALD)

Round 1:	Tree Turtle
Round 2:	Seaweed Angler
Round 3:	Storm Dragon
Prize:	(See NOTE) 30,000 Gald, "Fist of Lightning" Title (Senel), Brainy Champ Title (Will), Soul Edge Title (Chloe), Bubble Master Title (Normal), Brawl Master Title (Moses), Jay the Assassin Title (Jay), Her Majesty Title (Grune), Angry Merines Title (Shirley)
Replay Prize:	Melange Gel, Miracle Gel, Scallop Gel, Life Bottle, Syrup Bottle, Shell Bottle, 30,000 Gald

The Seaweed Angler is a tough opponent. Back off regularly to heal. Senel's Scale Assault can make the fight much easier.

SPECIAL (0 GALD)

Round 1:	Mimi
Prize:	Heaven's Claw, 500,000 Gald

Mimi is extremely tough. She fights much like Chloe and can break an opponent's guard with ease. Use quick knockdown attacks and throws to thwart her and keep moving. An extremely high level is an absolute must for this battle.

NOTE: The Advanced Class for Single Battle awards a special item (weapon or armor) depending on the character used, not just a title. These items are all very useful.

PARTY BATTLE

Senel, Chloe, Will, and Norma tend to be the best party for these fights. Limit Norma to healing and resurrecting in most fights.

BEGINNER (1000 GALD)

Round 1:	Sand Lizard (x4)
Round 2:	Blue Galf, Phynx
Round 3:	Megant, Gelures Sword, Gelures Shield
Prize:	Life Bottle (x2), Flare Bottle, (x2), Dinei Bottle (x2), 10,000 Gald
Replay Prize:	Apple Gel (x2), Orange Gel (x2), Melange Gel (x2), 10,000 Gald

Watch the party's crystal erens in the second and third rounds. The Phynx usually goes straight for them and so does the Gelures Shield. Try to pin both down, so the crystal erens can safely eliminate them with long range spells.

INTERMEDIATE (2000 GALD)

Round 1:	Hopper (x2), Hopperfly (x2)
Round 2:	Burning Eryngi (x2), Kes Element, Ves Element
Round 3:	Peepit Chick (x3), Electric Angler
Prize:	Life Bottle (x3), Flare Bottle (x3), Dinei Bottle (x3), Acuity Bottle (x3), Guard Bottle (x3), Climax Bottle (x3), 20,000 Gald
Replay Prize:	Lemon Gel (x3), Pineapple Gel (x3), Miracle Gel (x3), 20,000 Gald

Will's skills are essential to this rank. The Hoppers and Hopperflys can really hamper the party early on without his help. Also, pay close attention to elements during the second round. The party can easily end up healing the enemies if they use the wrong equipment or eres.

ADVANCED (3000 GALD)

Round 1:	Lightning Bear, Paradise Peepit X, Mandrake
Round 2:	Plain Ere, Charm Ere, Ice Ere
Round 3:	Lion Gaet, Hard-Headed Hopper
Prize:	Extreme Symbol, Elixir, 60,000 Gald
Replay Prize:	Melange Gel (x4), Miracle Gel (x4), Scallop Gel (x4), Life Bottle (x4), Syrup Bottle (x4), Shell Bottle (x4), 60,000 Gald

Beware of the Mandrake in the first round. Its spells are lethal. Eliminate it immediately to protect the crystal erens. The three Eres (Plain, Charm, and Ice) in the second round are equally deadly, but can be pinned down and eliminated quickly.

SPECIAL: (0 GALD)

Round 1:	Curtis, Isabella
Prize:	Krona Symbol, 1,000,000 Gald

It takes a very high level and lots of skill to defeat these two. Revive Rings, Holy Symbols, and the Persian Boots are a must. Protect Norma at all costs. The battle is likely lost if she's eliminated, since items can't be used. Ensure that she has a Rebirth Doll equipped.

SHIINA'S SONGS

Shiina is the piano player found at the back of the Dreaming Traveler's basement. He can be interacted with once the character quests have begun. Talk with Shiina to hear various songs from the game. His selection is very limited at first, but players can unlock additional songs by bringing him certain types of bread when he requests them. The breads Shiina requests are Toast, Pizza, Crepe, Flan Cake, and Mabo Curry Pie.

TOWNS

SONG	BREAD
Meet Me at the Fountain	—
The Scallop Song	Pizza
Safe House	Crepe
Sweet Dreams	Flan Cake

MAP

SONG	BREAD
Bandit's Lair	—
A Crystal's Whisper	—
Toward Twelve O'Clock	Toast
In Pursuit	Pizza
Sunlight through Leaves	Pizza
Forest of No Return	Crepe
Bad Circuit	Flan Cake
To Proclaim Our Feelings	Flan Cake
Mirage Palace	Flan Cake
From Prayer to Power	Flan Cake

BATTLES

SONG	BREAD
Battle Artist	—
One Down	—
Attack	Toast
Strong Feelings	Toast
Seeking Victory	Pizza
Hurry!	Pizza
The Man in Red Armor	Crepe
Raging Nerifes	Flan Cake

EVENTS

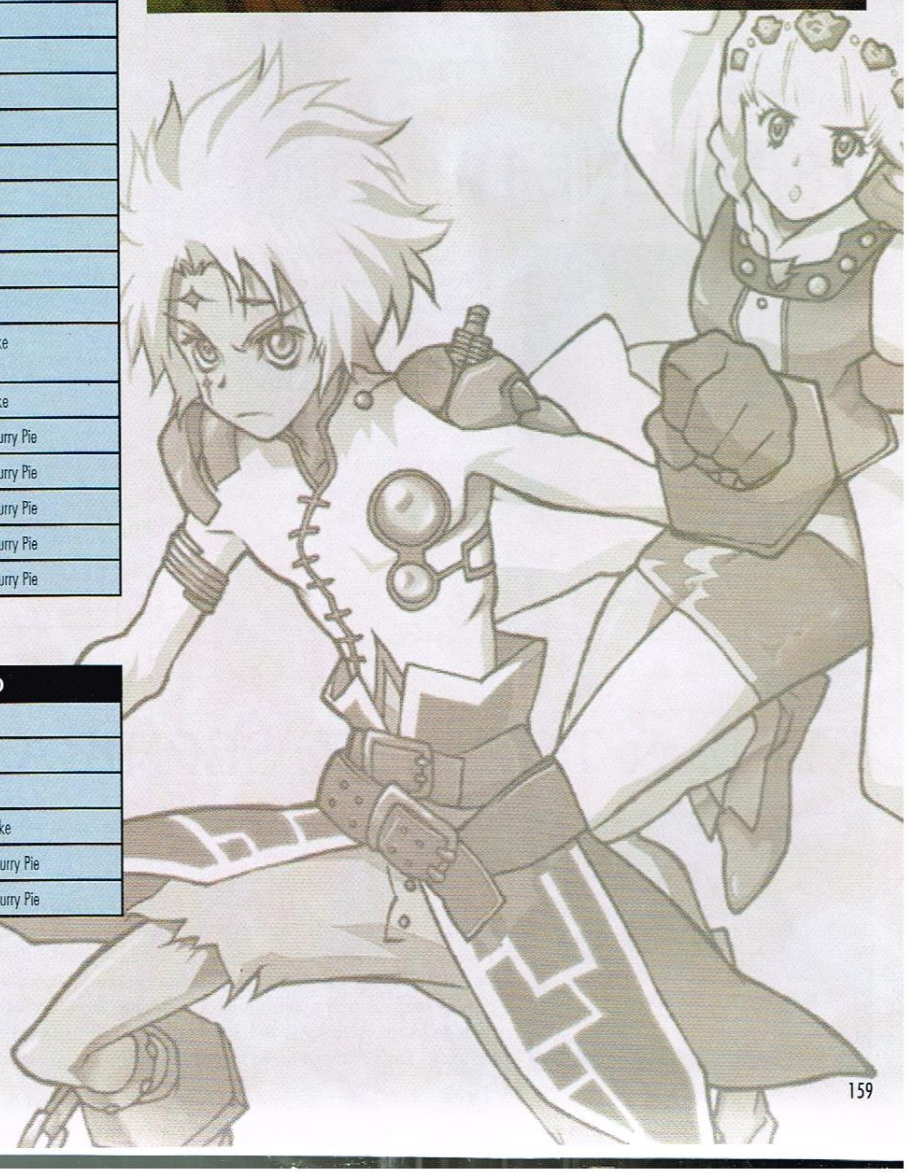
SONG	BREAD
Sunshine Tomorrow	—
Oooh, Come On!	—
Good Night	—
Oooh, Whatever	Toast
More Jam, Better Toast	Toast
Unending Mist	Toast
Morning on the Beach	Toast
The Storm Begins	Toast
No More Hiding	Pizza
On the Waves of a Black Sea	Pizza
Running Through the Storm	Pizza
Rainy Night	Crepe
Tension	Crepe
Bloodstained Throne	Crepe
Requiem	Crepe
Creating Memories, Holding Hands	Flan Cake
Broken Wings	Flan Cake
Helping Hand	Mabo Curry Pie
Lonely Night	Mabo Curry Pie
Impending Shadow	Mabo Curry Pie
Lullaby of the Sea	Mabo Curry Pie
Fireflies in Shadow	Mabo Curry Pie

CHARACTER THEMES

SONG	BREAD
Merry Bandits	—
Iron Hammer Time! *Ors!*	Crepe
Delques – Black Wings	Crepe
Strong Emotions	Flan Cake
Stella	Mabo Curry Pie
Laid Back Lady	Mabo Curry Pie

KOSHIZA'S ART

Koshiza, an artist living on the west side of Werites Beacon, can display some of the character artwork used within the game. Talk to him during the character quests with different characters in the lead to see various pieces of art. Not all art is immediately available, so check back often.



KAZ & AIFREAD'S JOURNAL

Kaz is attempting to translate Aifread's Journal, which holds the secrets to a variety of rare monsters hidden across the Legend. Speak to him throughout the character quests to learn clues about their potential hiding places. The monsters are called out on the maps throughout the character quests, so they are easy to find with the Sorcerer's Scanner. Speak to Kaz until he's exhausted the clues and the party has fought all of the monsters leading up to the Beebeep Chick in Secret Passage. Return to Kaz once more to receive Aifread's Hat and the "Pirate" title for Moses in exchange for locating the creatures in Aifread's Journal.

There are many more hidden creatures scattered throughout the land. Find them all and Will receives the "Rare Monster" title.

NO CLUES?

Don't worry about collecting the clues. Just use the provided maps and fight all of the hidden creatures up to the Beebeep Chick in Secret Passage during Jay's character quest. Return to Kaz at that time and he provides all of the clues and the reward.

HIDDEN MONSTERS

MONSTER	AREA
Rare Lizardman	Fallingwater–Lumen Spring
Lizard Baker	Fallingwater–Lumen Spring
Block Turtle	Great Hollow
Siren	Great Hollow
Rare Egg Bear	Waterways
Lovebird Chick	Man-Eating Ruins
Lovebird	Man-Eating Ruins
Kotatsu	Crystal Forest
Woofer Chick	Hidden Fortress

MONSTER	AREA
Quox	Earth Monument
Atlas Hopper	Forest of No Return
Tempura Angler	Misty Mountains
Watermelon Element	The Crags
Piñata Lizard	The Crags
Bomb Element	Bandit's Lair
Nameko	Secret Passage
Mitake	Secret Passage

MONSTER	AREA
Beebeep Chick	Secret Passage
Two-Tailed Phynx	Ruins of Frozen Light
Blue Ogre	Mirage Palace
Red Ogre	Mirage Palace
Gelures Scissors	Mirage Palace
Bacura	Mirage Palace
Dried Shark	Altar of the Sea
Party Panda	Wings of Light

TREASURE HUNTING

The Sorcerer's Scanner, acquired in the character quests, can uncover hidden items throughout the Legend. The first hidden item is discovered automatically during the character quest's introduction, but the rest take a bit more work. All of the hidden items have been called out on the maps within the guide. Find them all and Norma receives the "Scan Master" title.

HIDDEN ITEMS

ITEM	LOCATION
Elixir	Fallingwater–Lumen Spring
All-Divide	Great Hollow
Ogre Sword	Geoglyph Area
Aifread's Flag	Waterways
Aifread's Flag	Man-Eating Ruins
Radish	Man-Eating Ruins
Turquoise	Man-Eating Ruins
Blue Ores	Crystal Forest
Revive Ring	Village of the Ferines

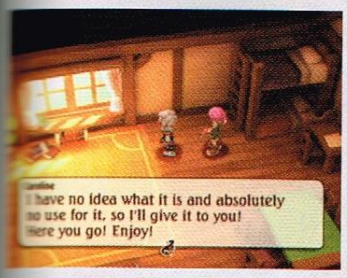
ITEM	LOCATION
Lure	Hidden Fortress
Elven Boots	Forest of No Return
Mabo Pie Recipe	Misty Mountains
Red Rosemary	The Crags
Golden Helm	Bandit's Lair
Blue Sephira	Secret Passage
Miracle Bottle	Secret Passage
Miracle Bottle	Wings of Light

KYRIL & THE BLUE SEPHIRA

The hidden treasures are part of another side quest. Kyril (found on the northwest side of Werites Beacon) is searching for the legendary Blue Sephira. Talk to him periodically throughout the character quests to gain clues as to where the legendary item might be located. Search those locations and return to Kyril at a later time. The clues and locations are set up so Kyril only provides the next clue right before the party explores the area in question. The party gets to keep all of the items found, including the Blue Sephira, but be sure to return to Kyril with the final item for a special cinema. Speak to Kyril at these times for these items:

ITEM	LOCATION	CHARACTER QUEST
Ogre Sword	Geoglyph Area	Will
Turquoise	Man-Eating Ruins	Norma
Revive Ring	Village of the Ferines	Interlude
Elven Boots	Forest of No Return	Chloe
Mabo Pie Recipe	Misty Mountains	Moses
Blue Sephira	Secret Passage	Jay

CAROLINE



Caroline is found in a house just down the street from Senel's place. She's absolutely obsessed with the Oresoren. Speak to her at special times throughout the main quest and the character quests to earn a Capoeiracco Robe for Jay. Speak to her twice at the last event to receive the reward. Don't forget to visit her at the listed times, or the quest cannot be completed.

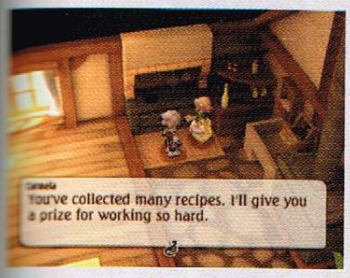
CHAPTER	TIMING
Chapter 5	Before leaving Werites Beacon at the start of the chapter.
CQ Introduction	Just before exploring Fallingwater~Lumen Spring.
CQ Will	After returning from the Waterways and before going to the town gate.
CQ Interlude	At the start of the chapter before going to Will's home.
CQ Chloe	After returning from the Forest of No Return and before visiting the hospital.

BERRY & MCKENZIE

There's a love obsessed couple living in a heart-shaped house on the east side of Werites Beacon. Visit them at special moments throughout the game to hear them reminisce about special moments in their relationship. Catch them all and the party receives the Clear Shell during the final event.

CHAPTER	TIMING
Chapter 5	After the Altar of the Sea before heading to the Lighthouse.
Chapter 7	After Mirage Palace and before fighting the final boss.
CQ Introduction	Upon first returning to Werites Beacon.
CQ Will	After the Waterways and before heading to the town gate.
CQ Interlude	At the start before going to Will's home.
CQ Chloe	At the start before leaving town.

CARMELA



Carmela lives next door to Senel. Stop in and speak to her at the start of the character quests with a full bread basket. She gives the party a larger bread basket that holds 30 breads if the player found all of Mimi's hiding spots during the main quest.

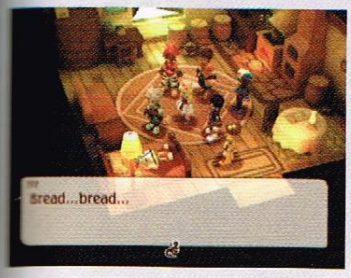
Speak to Carmela again once the party has every recipe except for the Fish Stew Bread Bowl recipe. That requires finding all of Mimi's hiding spots (including the Fire Monument) and a great deal of baking practice (to unlock all of the bread). Carmela rewards the party's hard work with the Fish Stew Bread Bowl recipe. Jay also receives the "Home Cooking" title.

MIMI BAKER

Mimi, the 28th Wonder Baker, is a curious girl. She hides all over the Legend waiting to be found and rewards clever adventurers with bread recipes. All 17 hiding spots must be found to unlock all of the bread recipes and to finish Carmela's and Mimi's side quests.

CHAPTER	LOCATION	OBJECT	RECIPE
Ch.1	Fallingwater~Lumen Spring	Pig	Toast
Ch.1	Misty Mountains	Origami Swan	Ham Sandwich
Ch.1	Secret Passage	Statue	Hamburger
Ch.2	Werites Beacon	Platter	Hot Dogs
Ch.2	Oresoren Village	Pac-Man	Bagel and Lox
Ch.3	Great Hollow	Orange Cone	Red Bean Buns
Ch.4	Maurits' Hermitage	Christmas Tree	Cream Doughnuts
Ch.4	Man-Eating Ruins	Wedding Cake	Pizza
Ch.4	Front Lines	Round Table	Chocolate Cornet
Ch.5	Werites Beacon	Drum	Melon Bread
Ch.5	Village of the Ferines	Chess Piece	Muffin
Ch.7	Werites Beacon	Milk Carton	Crepe
CQ Introduction	Werites Beacon	Bonsai Tree	Croissant
CQ Norma	Werites Beacon	Flag	Curry Pie
CQ Chloe	Earth Monument	Daruma Doll	Churros
CQ Moses	The Crags	Cactus	Baumkuchen
CQ Grune	Fire Monument	Snowman	Fish Stew Bread Bowl

BAKER'S HAT



Stop by the empty house with a waterwheel on the east side of Werites Beacon once the party has the Fish Stew Bread Bowl Recipe (see Carmela). The party hears a suspicious sound upon entering the house for the first time. Exit and re-enter to find Mimi resting on her bed. Examine her to earn the Baker's Hat and Shirley's "Poster Girl".

SIDEQUESTS

The party gets the Bow Cottage Key during the Character Quests Introduction. Travel to the Bow Cottage between Secret Passage and Crystal Forest, by taking the Duct to the Secret Passage from Werites Beacon.

To make your way through all of the quizzes you must answer ten questions correctly in a row, which gives you access to a prize, and also gives you the key to the next cottage where you repeat the quiz process. Rest on the beds in the cottages if you need to restore health between quizzes.

There are forty questions possible in each cottage (except for the last, which has only one question), and your actual questions are selected at random from this list. The correct answer may be found in a different position each time among the four possible answers, so make sure you read the answers and select the correct one, even if you've seen the question before!

QUIZ GRANDPA #1

The first quiz is about people. Get all 10 right at Bow Cottage and a duct opens to the nearby island (where the party can find Will's 765kg Hammer) and the party receives the Port Key to open the Port Cottage. As mentioned before, you find the Bow Cottage by traveling to the Secret Passage duct, after receiving the Bow Key, during the Character Quests introduction.

QUIZ #1 **Prize: 765 kg Hammer, Port Key**

#	QUESTION	ANSWER
1	Over which eye does Moses wear his eye patch?	*Left Eye*
2	Which terror was the last to join?	*Stingle*
3	Which of the following people was not in town when Fenimore's village was attacked?	*Fenimore's sister*
4	What was Senel's job before he came to the Legacy?	*Alliance Marine*
5	Which of the following weapons is not used by members of Vaclav's army?	*Spear*
6	How long has Will been on the Legacy?	*10 years*
7	On what part of his body does Cashel wear armor with spikes?	*Left shin*
8	What is Harriet's last name?	*Campbell*
9	Which of these Oresoren carries a wrench?	*Poppo*
10	Instead of being a sheriff, what does Will claim is his real work?	*Natural Historian*
11	Which is not one of Chloe's titles?	*Lone Girl*
12	Stingle, the Terror who wields a powerful sword, is known by what other name?	*The Vicious*
13	What do the Radiant call themselves?	*The People of the Water*
14	What kind of attack is Melanie's "Blossom Rush"?	*She makes monsters attack*
15	Which of the following is one of Senel's eres?	*Demon Fist*
16	Which of these armors can Jay not equip?	*Battle Robe*
17	What name does Jay go by?	*Jay the Unseen*
18	What is Walter's true name?	*Delques*
19	What accessory does Grune wear that is the same color as her necklace?	*Earrings*
20	Which kind of eres does Norma use?	*Crystal*
21	What is Moses' weapon?	*Spear*
22	Which of Will's bracelets is bigger?	*Right*
23	What is the legendary item Norma is searching for?	*Everlight*
24	What color is Quppo's belt?	*That of a true master: black*
25	Among the Terrors, which one goes by the name "Phantom" and is known for always transforming during battles?	*Cashel*
26	Which is Fenimore's true name and means "hope" in Relares?	*Xelhes*
27	What color is Moses' henchman Csaba's hair?	*Green*
28	What is Chloe's home country?	*Holy Kingdom of Gadoria*
29	How many stars are on Jay's clothes?	*8*
30	What is Shirley's true name?	*Fennes*
31	Melanie, the Terror skilled in eres of fire, is known by what other name?	*The Crimson*
32	What is Grune's weapon?	*Vase*
33	What is the name of the 28th Wonder Baker?	*Mimi Bread*
34	Where on her head does Harriet wear her flower accessory?	*Left*
35	What color is the jewel Norma wears on her chest?	*Red*
36	What is Stella's true name?	*Telmes*
37	Vaclav is the third prince of which country?	*Crusand Empire*
38	What is the name of the team that Norma and Grune made?	*Laugh Brigade*
39	Which one of these is not one of Stingle's eres?	*Alpha Tempest*
40	Which of these people cannot use crystal eres?	*Vaclav*

QUIZ GRANDPA #2

The second quiz is about geography and monsters. With the Port Key in hand, return via the Duct and this time go to either the Hidden Fortress and head north, or go to the Altar of the Sea and go south along the western coastline. Between the two you find a small peninsula jutting out into the sea, and from there you can step from the land into the shallows of the sea. From this point, you can follow a chain of islands leading southwest, until you reach the Port Cottage near the very end.

QUIZ #2 **Prize: Kitty Cap, Starboard Key**

#	QUESTION	ANSWER
1	Of what is the stairway to the second floor of Will's house made?	*Wood*
2	Where was the Rite of Accession held?	*Altar of the Sea*
3	How many lights are in the chandelier hanging in the hospital's examination room?	*4*
4	How many points are on the horn of a grand gaet?	*6*
5	What place does the phrase "if you come unprepared, you're bound for disaster." describe?	*Forest of No Return*
6	What is the name of the peddler on the front lines?	*Persistent Peddler*
7	How many plants are in the hallway in front of the rooms at the inn?	*4*
8	From the Waterways, in what direction do the Ruins of Frozen Light lie?	*Toward 4 o'clock*
9	Which of the following monsters does not have a tail?	*Mandrake*
10	Which of the following monsters wears a hat?	*Poached Egg*
11	How many towels are hanging out to dry at the hospital?	*4*
12	What is the name of the peddler in the village of the Ferines?	*Shy Peddler*
13	What is the name of the weapon shop in Werites Beacon?	*Champion*
14	What shape are the windows set in the doors of the rooms at the inn?	*Circle*
15	What is the name of the peddler in the Forest of No Return?	*Wandering Peddler*
16	How many chairs are at the table at the end of the hall on the second floor of Will's House?	*4*
17	Which of the following monsters has clothes?	*Gentleman*
18	Which of the following is in Musette's house?	*Portrait*
19	What makes the Man-Eating Ruins different from other ruins?	*The entrance is always open*
20	In whose house is the skeleton of a large monster displayed?	*Will's house*
21	Who in Werites Beacon watches over Fallingwater?	*Cafu*
22	Which of the following monsters carries an eggshell?	*Egg Bear Cub*
23	From Werites Beacon, in what direction do the Misty Mountains lie?	*Toward 2 o'clock*
24	From Maurits hermitage, in what direction does the front line lie?	*Toward 1 o'clock*
25	What is the name of the grocery in Oresoren village?	*Scallop Kitchen*
26	From the Ruins of Frozen Light, in what direction does the Great Hollow lie?	*Toward 9 o'clock*
27	What is the name of the equipment shop in Werites Beacon?	*Get Ready*
28	What is the name of the spider that lives in the Crystal Forest?	*Crystarantula*
29	Which of the following is doing business in the same building as Get Ready?	*Craft Stop*
30	How many small mushrooms are there around an Eryngi?	*4*
31	Which of the following monsters does not have teeth?	*Paradise Peepit*
32	Where is Stella's grave?	*Werites Beacon's graveyard*
33	What is the place that "can be seen but never reached?"	*Mirage Palace*
34	From Werites Beacon, in what direction does the village of the Ferines lie?	*Toward 8 o'clock*
35	What is on the bulletin board near the lighthouse of Werites Beacon?	*Map of the city*
36	Who lives across the street from Will?	*Koshiza*
37	Which of the following monsters has wings?	*Peepit Chick*
38	Which of the following is not in Will's house?	*Torture chamber*
39	Which of the following monsters has a tail?	*Phynx*
40	Which of the following is in the park near the graveyard?	*Swing*

QUIZ GRANDPA #3

The third quiz deals with your journey. To get to the Starboard Cottage once you have the key, go back to the Secret Passage duct again. This time go just barely north of the Duct to where you can step down from the shore into the shallows, then turn to follow the shallows south, back past the Duct. Continue along the shallow ocean floor until you reach a narrow strip of land to run across, picking up a chest holding a Radish on the way, and keep going south across both land and shallows to reach another peninsula, this one jutting into the eastern ocean. At one of the tips of this peninsula you find the Starboard Cottage.

QUIZ #3 **Prize: Bear Suit, Stern Key**

#	QUESTION	ANSWER
1	What item did the characters get in the Man-Eating Ruins?	*Whisper Crystal*
2	Which of the following is not one of the "rules of the town"?	*Interrupting a song*
3	What kind of boat were Senel and Shirley on when they landed on the Legacy?	*Patrol boat*
4	What is said to happen during the Rite of Feriyen to show the two are blessed?	*The surrounding water shines.*
5	Which of the following is not a legend about sacred eres among Moses' people?	*There is a secret record of sacred eres.*
6	How did Norma explain what the Everlight is?	*A miraculous jewel that can grant any wish.*
7	Which of the following rooms does not exist in Mirage Palace?	*Hidden room*
8	What was the result of the competition at the Underground Lake between Senel and Moses?	*Senel won with 18 wins and 0 losses*
9	Who was the first Oresoren that Senel met?	*Pippo*
10	What did Jay demand from the characters in exchange for information about how to enter the Ruins of Frozen Light?	*Their lives*
11	What saved Senel and the others as Walter was about to attack them at the Altar of the Sea?	*Blizzard*
12	When the party was gathering at the fountain plaza before heading for the Wings of Light, who arrived after Senel?	*Chloe*
13	What is the special form of Relares, the language used in the Kingdom of Terises?	*Old Relares*
14	Where did Senel first meet Jay?	*Fountain plaza*
15	Who was the first person Senel met on the Legacy?	*Will Raynard*
16	How did Poppo refer to the Poppo Mk. III once it was fitted with the horn of a Mighty One?	*Nothing special, just "complete."*
17	Which of the following was not found in the hidden fortress?	*Remnants of Vaclav's forces*
18	How old was Senel when he was assigned to kidnap Shirley?	*12 years old*
19	What image was on the first tablet that the party found?	*The birth of the mainland*
20	What comes after "the blood-stained thunder..."?	*Must not be woken from its eternal sleep.*
21	How did Senel and the others find the hidden room in the Waterways?	*Using the Gemini Shell*
22	What did Harriet's mother used to say?	*A man and a woman don't need a reason*
23	What sound did Norma make when she fell asleep in the Man-Eating Ruins?	*Zzz...*
24	Why was Chloe mad when she met Jay again after coming out from the Man-Eating Ruins?	*He didn't tell them about the secret passage.*
25	Which of these was a temporary member of the Bantam Bouncers when they met the captain of the Gadorian knights?	*Quppo*
26	Where was Vaclav aiming the Nerifes Cannon?	*Baltoga*
27	Which of the following did not get a medal from the Holy Kingdom of Gadoria?	*Curtis*
28	According to Harriet's grandfather, what kind of a person was Will?	*The worst person ever*
29	How did the party infiltrate the Ruins of Frozen Light when it was guarded heavily by Vaclav's forces?	*Traveling underwater from the Underground Lake*
30	What is the place that Capoeiracco, the legendary Oresoren hero, is said to have reached?	*The Quiet Lands*
31	What did Quppo and the other Oresoren call the dinowyrm?	*Long Long Demon*
32	Who gave the World Map to the party?	*Musette*
33	Who was Shirley's first friend?	*Fenimore*
34	When was Chloe's father killed by a bandit?	*5 years ago*
35	What comes after "When the pillar of light appears..."?	*A new Merines shall arise.*
36	Who broke the rules of Werites Beacon?	*Senel*
37	Who was spying on Senel and Chloe as they trained together?	*Norma and Moses*
38	What does "teriques" mean?	*Wings of the beginning*
39	What was the name of Senel's detachment when they were fighting Crusand's army?	*Independent Detachment, 30th Platoon*
40	What eres did Norma use in the Crystal Forest to break the crystal wall?	*Grave*

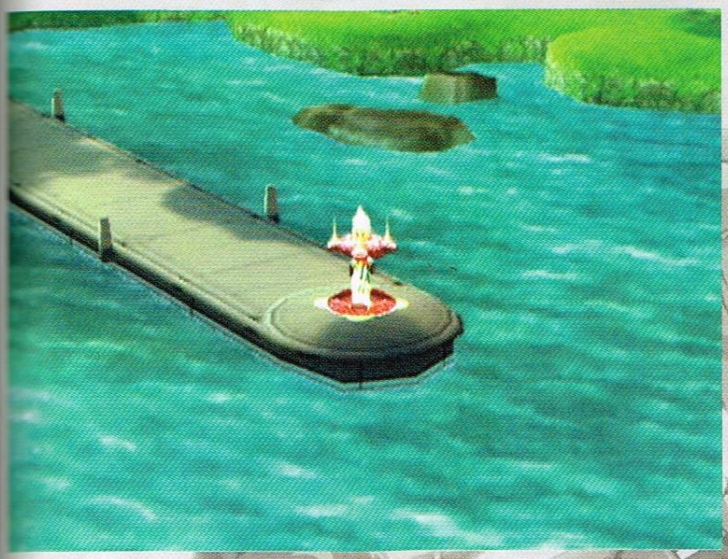
QUIZ GRANDPA #4

The final quiz is very simple, and consists of only one question. The hard part is getting to the cottage in the first place. With the Stern Key, return to Werites Beacon and take the elevator down to the Quiet Lands. Go out to the field, and head southeast to one of the long white walkways radiating out from the center. Before the character quests this place only had a chest at the end, but now there is a Duct leading to Convict Island at the stern of the Legacy.

Once on Convict Island, run west into the shallows and continue west and southwest to another island, with the Stern Cottage located on the southwest tip of this land mass. Be careful, since the monsters on this side of the Duct are all high-level Gentlehydras. For your hard work you receive the Emperor's New Clothes after answering this last question, as well as a quick skit.

QUIZ #4 **Prize: Emperor's New Clothes**

#	QUESTION	ANSWER
1	What is my name?	*Quiz Grandpa*



Bestiary

The monsters in this section are grouped by their family type, with each family and with the listings inside a family found in general order of appearance (boss enemies not counting).

After each family's heading you find a list of some of the moves used by this family. This does not mean that every enemy of this family can use an ability, but some will, with higher-level enemies using more dangerous techniques and a higher variety as well.

Many of the entries in each monster table are self-explanatory, such as HP and various attributes. Here is a bit of clarification for some of the other entries:

Weight

This attribute mostly comes into play when you use Senel's various throw-type techniques. A throw can be used against an enemy of the throw's weight, or lighter. The weights from lightest to heaviest are: Feather => Light => Middle => Heavy => Massive, with another weight, Special, being outside the normal chain. Special-weight enemies can only be thrown by some special compound eres.

EXP

Although experience points are self-explanatory for anyone familiar with RPGs, it should be further noted that this is just the base value. The actual experience you receive at the end of the battle may vary, but this value can be used as a general guideline.

Elements

There are six Elements within *Tales of Legendia*, within three opposing pairs: <=> , <=> , and <=> . In the monster tables a negative value for an element means that the monster takes greater damage from that element, with a higher number meaning even higher extra damage. A positive number means that the monster is resistant to the element, with a higher number meaning a higher resistance. Some monsters may even absorb damage of an element, which is also noted in the table.

Items

Each monster can drop a normal item or rare item. The numbers found in parenthesis after each entry mark the percent chance that the monster will drop that item after a fight. Only one item per fight will be dropped per monster. You may however receive both Eres Stones (or "Sculptures") and an item from each foe.

Eres Stones

Also referred to as "Sculptures," these items are used to unlock the Eres Scrolls used by Crystal Erens to learn their techniques. The type of Eres Stone dropped by a monster corresponds to the monster's family, and the entry here simply lists the number of stones you receive. You can increase your chances of receiving Eres Stones from a foe by ending the fight quickly.

EGG BEAR

CHARGE (BASE ERES)
The enemy charges forward to damage and knock down party members.

DOZE OFF (BASE ERES)
The enemy falls asleep temporarily and does not attack, but instead heals some of its HP.

EGG BEAR

HP	WEIGHT	EXP	GALD	LEVEL
390	Heavy	2	9	1
ATK	**DEF**	**INT**	**ACC**	**EVA**
82	1	19	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Ham (20)	Orange Gel (2.5)	3

LOCATION(S):
Fallingwater

EGG BEAR SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
1362	Heavy	5	20	2
ATK	**DEF**	**INT**	**ACC**	**EVA**
121	5	25	24	124

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Apple Gel (3.75)	6

LOCATION(S):
Misty Mountains (Chaotic Zone)

LIGHTNING BEAR

HP	WEIGHT	EXP	GALD	LEVEL
1426	Heavy	7	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
104	5	23	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Apple Gel (2.5)	9

LOCATION(S):
World Map, Near Bandits' Lair/Crystal Forest

STORM BEAR

HP	WEIGHT	EXP	GALD	LEVEL
1714	Heavy	18	63	7
ATK	**DEF**	**INT**	**ACC**	**EVA**
149	12	30	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Beef (20)	Beef (2.5)	21

LOCATION(S):
World Map, Near Down the Cliff

FREEZE BEAR

HP	WEIGHT	EXP	GALD	LEVEL
1795	Heavy	21	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
160	13	32	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	24

LOCATION(S):
The Crags

BOSS BEAR

HP	WEIGHT	EXP	GALD	LEVEL
2157	Heavy	34	108	12
ATK	**DEF**	**INT**	**ACC**	**EVA**
205	20	40	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Lemon Gel (3.75)	36

LOCATION(S):
World Map, Near Waterways/Ruins of Frozen Light

GRIZZLY BEAR

HP	WEIGHT	EXP	GALD	LEVEL
2477	Heavy	43	135	15
ATK	**DEF**	**INT**	**ACC**	**EVA**
238	26	45	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Climax Bottle (2.5)	45

LOCATION(S):
Ruins of Frozen Light

FEAR BEAR

HP	WEIGHT	EXP	GALD	LEVEL
4504	Heavy	91	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
383	48	70	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	84

LOCATION(S):
Bridge (1)

DREAD BEAR

HP	WEIGHT	EXP	GALD	LEVEL
5414	Heavy	108	288	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
428	55	78	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Miracle Gel (1.25)	96

LOCATION(S):
Hidden Fortress

HUNGRY BEAR

HP	WEIGHT	EXP	GALD	LEVEL
7471	Heavy	139	351	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
506	68	91	29	109

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Cheese (2.5)	117

LOCATION(S):
Earth Monument

MAN-EATING BEAR

HP	WEIGHT	EXP	GALD	LEVEL
10,310	Heavy	173	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
584	80	104	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Garlic (20)	Apple Gel (2.5)	138

LOCATION(S):
Wings of Light (1)

SNOW BEAR

HP	WEIGHT	EXP	GALD	LEVEL
16,332	Heavy	225	504	56
ATK	**DEF**	**INT**	**ACC**	**EVA**
696	97	123	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	168

LOCATION(S):
Character Quest: Ice Monument

EGG BEAR SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
45,073	Heavy	266	630	63
ATK	**DEF**	**INT**	**ACC**	**EVA**
1162	164	192	48	148

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	189

LOCATION(S):
Character Quest: Misty Mountains

MUMMY BEAR

HP	WEIGHT	EXP	GALD	LEVEL
35,700	Heavy	328	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
886	127	156	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Flan (10)	Life Bottle (1.25)	219

LOCATION(S):
Character Quest: Bridge (3)

PEEPIT CHICK

HP	WEIGHT	EXP	GALD	LEVEL
225	Feather	2	9	1
ATK	**DEF**	**INT**	**ACC**	**EVA**
56	1	28	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Apple Gel (3.75)	3

LOCATION(S):
Fallingwater

CHIRPEE CHICK

HP	WEIGHT	EXP	GALD	LEVEL
822	Feather	6	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
72	4	34	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Apple Gel (3.75)	9

LOCATION(S):
Bandits' Lair; Crystal Forest

TWITTERIN' CHICK

HP	WEIGHT	EXP	GALD	LEVEL
861	Feather	8	36	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
80	6	37	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	12

LOCATION(S):
World Map, Near Crystal Forest/Bow Cottage

CUCKOO CHICK

HP	WEIGHT	EXP	GALD	LEVEL
944	Feather	13	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
95	9	43	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Panacea Bottle (2.5)	18

LOCATION(S):
Secret Passage (2)

TRILLEE CHICK

HP	WEIGHT	EXP	GALD	LEVEL
1035	Feather	18	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
110	12	48	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Melange Gel (3.75)	24

LOCATION(S):
The Crags

CAWCAW CHICK

HP	WEIGHT	EXP	GALD	LEVEL
1084	Feather	21	81	9
ATK	**DEF**	**INT**	**ACC**	**EVA**
118	14	51	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Orange Gel(3.75)	27

LOCATION(S):
World Map, Near Oresoren Village

PIPIP CHICK

HP	WEIGHT	EXP	GALD	LEVEL
1566	Feather	42	153	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
180	26	74	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	51

LOCATION(S):
Forest of No Return; World Map, Near Man-Eating Ruins

CHIRPEE CHICK X

HP	WEIGHT	EXP	GALD	LEVEL
6521	Feather	155	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
420	75	162	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Egg (3.75)	144

LOCATION(S):
Character Quest: World Map, Near Down the Cliff

CAWCAW CHICK X

HP	WEIGHT	EXP	GALD	LEVEL
9866	Feather	196	513	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
490	89	188	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Orange Gel (3.75)	171

LOCATION(S):
Character Quest: Crystal Forest

COCKADOO CHICK

HP	WEIGHT	EXP	GALD	LEVEL
11,859	Feather	216	549	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
521	95	200	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Climax Bottle (2.5)	183

LOCATION(S):
Character Quest: Forest of No Return

RUMBLER CHICK

HP	WEIGHT	EXP	GALD	LEVEL
25,922	Feather	306	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
652	122	248	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Panacea Bottle (3.75)	234

LOCATION(S):
Character Quest: Wings of Light (1)

UNDEAD CHICK

HP	WEIGHT	EXP	GALD	LEVEL
25,922	Feather	306	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
652	122	248	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Egg (3.75)	234

LOCATION(S):
Character Quest: Wings of Light (3)

HOPPER

PASS GAS (BASE ERES)
The foe emits a cloud of gas that may poison your characters.

FIRE UP FIELD (BASE ERES)
Red Field of Effect that gives nearby characters the Burning status.

POISON FIELD (BASE ERES)
Yellow Field of Effect that Poisons nearby characters.

PLAY DEAD (BASE ERES)
The enemy pretends to be dead for a short while, regenerating health in the process.

HUNCHBACK HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
255	Light	2	9	1
ATK	**DEF**	**INT**	**ACC**	**EVA**
60	1	25	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (40)	Panacea Bottle (5)	3

LOCATION(S):
World Map, Near Werites Beacon/Port-on-Rage

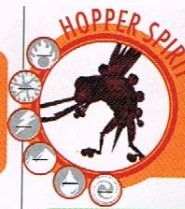
HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
445	Light	4	18	2
ATK	**DEF**	**INT**	**ACC**	**EVA**
68	3	28	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	6

LOCATION(S):
World Map, Near Bandits' Lair

HOPPER SPIRIT



HP	WEIGHT	EXP	GALD	LEVEL
1953	Light	9	40	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
126	9	46	25	125

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	12

LOCATION(S):
Crystal Forest (Chaotic Zone)

SMOLDER HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
1070	Light	14	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
100	9	38	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Garlic (20)	Garlic (2.5)	18

LOCATION(S):
Secret Passage (2)

ROAST HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
2235	Light	62	198	22
ATK	**DEF**	**INT**	**ACC**	**EVA**
231	34	78	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	66

LOCATION(S):
Hermit Hill

YELLOW-BELLIED HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
3229	Light	90	270	30
ATK	**DEF**	**INT**	**ACC**	**EVA**
296	47	99	25	105

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	90

LOCATION(S):
World Map, Near Village of the Ferines

AQUA HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
4064	Light	109	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
337	54	111	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	105

LOCATION(S):
Fire Monument

BURNING HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
4064	Light	109	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
337	54	111	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Tomato (1.25)	105

LOCATION(S):
Fire Monument

HARD-HEADED HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
4885	Light	126	351	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
370	61	122	29	109

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Cheese (2.5)	117

LOCATION(S):
Earth Monument

STOMPING HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
6741	Light	156	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
427	72	139	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	138

LOCATION(S):
Wings of Light (1)

HOPPER X

HP	WEIGHT	EXP	GALD	LEVEL
9302	Light	189	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
484	83	157	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	159

LOCATION(S):
Character Quest: Waterways

SKELETON HOPPER

HP	WEIGHT	EXP	GALD	LEVEL
9740	Light	194	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
492	84	160	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

HOPPER SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
22,363	Light	209	570	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
775	134	234	46	146

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	171

LOCATION(S):
Character Quest: Crystal Forest (Chaotic Zone)

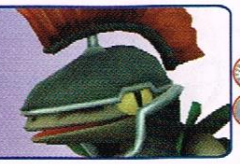
STOMPING HOPPER X

HP	WEIGHT	EXP	GALD	LEVEL
12,836	Light	225	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
541	94	175	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	180

LOCATION(S):
Character Quest: Earth Monument

LIZARDMAN



LIZARD RUSH (BASE ERES)
A flurry of linked attacks.

LIZARDMAN

HP	WEIGHT	EXP	GALD	LEVEL
240	Light	2	9	1
ATK	**DEF**	**INT**	**ACC**	**EVA**
69	1	28	34	94

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Life Bottle (1.25)	3

LOCATION(S):
World Map, Near Werites Beacon/Port-on-Rage

ROCK LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
419	Light	4	18	2
ATK	**DEF**	**INT**	**ACC**	**EVA**
78	3	31	34	94

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	6

LOCATION(S):
Misty Mountains

LIZARDMAN SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
1755	Light	7	30	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
132	7	48	45	125

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	9

LOCATION(S):
Bandits' Lair (Chaotic Zone)

SAND LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
919	Light	9	36	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
97	6	37	35	95

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	12

LOCATION(S):
World Map, Near Crystal Forest/Bow Cottage

RUIN LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
1007	Light	15	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
116	10	43	36	96

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Apple Gel (2.5)	18

LOCATION(S):
Secret Passage (2)

COLD LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
1104	Light	20	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
135	13	48	37	97

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Orange Gel (1.25)	24

LOCATION(S):
The Crags

SANTA LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
1104	Light	20	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
135	13	48	37	97

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	24

LOCATION(S):
The Crags

BURNING LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
1268	Light	29	99	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
164	19	57	38	98

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Melange Gel (2.5)	33

LOCATION(S):
Waterways

CAVE LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
1268	Light	29	99	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
164	19	57	38	98

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	33

LOCATION(S):
Waterways

LIZARD KNIGHT

HP	WEIGHT	EXP	GALD	LEVEL
1524	Light	41	135	15
ATK	**DEF**	**INT**	**ACC**	**EVA**
201	26	68	39	99

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	45

LOCATION(S):
Ruins of Frozen Light

LIZARD GENERAL

HP	WEIGHT	EXP	GALD	LEVEL
2306	Light	71	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
286	41	94	43	103

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-set encounters

LIZARD WARRIOR

HP	WEIGHT	EXP	GALD	LEVEL
2306	Light	71	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
286	41	94	43	103

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-set encounters

*SKELETON LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
2306	Light	71	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
286	41	94	43	103

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (10)	Charm Bottle (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-set encounters

DARKNESS LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
2772	Light	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
324	48	105	44	104

NORMAL ITEM	RARE ITEM	ERES STONES
Acuity Bottle (10)	Climax Bottle (1.25)	84

LOCATION(S):
Bridge (3)

HEAT LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
3039	Light	94	270	30
ATK	**DEF**	**INT**	**ACC**	**EVA**
343	52	111	45	105

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Life Bottle (2.5)	90

LOCATION(S):
World Map, Near Village of the Ferines

WRATHFUL LIZARD

HP	WEIGHT	EXP	GALD	LEVEL
4391	Light	127	342	38
ATK	**DEF**	**INT**	**ACC**	**EVA**
419	66	134	48	108

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	114

LOCATION(S):
Thunder Monument

LIZARD PALADIN

HP	WEIGHT	EXP	GALD	LEVEL
7626	Light	182	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
532	87	168	53	113

NORMAL ITEM	RARE ITEM	ERES STONES
Syrup Bottle (10)	Syrup Bottle (1.25)	150

LOCATION(S):
Character Quest: The Quiet Lands

LIZARDMAN SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
30,410	Light	262	650	65
ATK	**DEF**	**INT**	**ACC**	**EVA**
1011	170	296	69	149

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	195

LOCATION(S):
Character Quest: Bandit's Lair (Chaotic Zone)

LIZARD KNIGHT X

HP	WEIGHT	EXP	GALD	LEVEL
18,277	Light	285	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
712	120	222	60	120

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Apple Gel (3.75)	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

BURNING LIZARD X

HP	WEIGHT	EXP	GALD	LEVEL
27,650	Light	340	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
797	136	248	64	124

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (1)

PEEPIT

FEATHER STORM (BASE ERES)
The flying enemy shoots a barrage of feathers diagonally down toward the characters to damage them and knock them down.

PEEPIT

HP	WEIGHT	EXP	GALD	LEVEL
681	Middle	5	18	2
ATK	**DEF**	**INT**	**ACC**	**EVA**
78	3	35	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Orange Gel (2.5)	6

LOCATION(S):
Misty Mountains

CHIRPEE

HP	WEIGHT	EXP	GALD	LEVEL
1493	Middle	10	36	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
97	6	41	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	12

LOCATION(S):
Crystal Forest

BLAZING PEEPIT

HP	WEIGHT	EXP	GALD	LEVEL
1637	Middle	15	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
116	10	47	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Apple Gel (2.5)	18

LOCATION(S):
Mountain Path

PEEPIT SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
3274	Middle	15	60	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
175	15	67	26	126

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	18

LOCATION(S):
Mountain Path (Chaotic Zone)

TRILLEE

HP	WEIGHT	EXP	GALD	LEVEL
1714	Middle	18	63	7
ATK	**DEF**	**INT**	**ACC**	**EVA**
126	12	51	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	21

LOCATION(S):
World Map, Near Down the Cliff

CAWCAW

HP	WEIGHT	EXP	GALD	LEVEL
1879	Middle	24	81	9
ATK	**DEF**	**INT**	**ACC**	**EVA**
145	15	57	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Miracle Gel (2.5)	27

LOCATION(S):
World Map, Near Oresoren Village/Waterways

PIPIP

HP	WEIGHT	EXP	GALD	LEVEL
2977	Middle	57	171	19
ATK	**DEF**	**INT**	**ACC**	**EVA**
239	33	89	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Melange Gel (2.5)	57

LOCATION(S):
World Map, Near Man-Eating Ruins

RUMBLER

HP	WEIGHT	EXP	GALD	LEVEL
44,932	Middle	357	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
797	136	276	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Life Bottle (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (1)

ROTTING ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
1097	Light	7	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
72	4	34	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Melange Gel (1.25)	9

LOCATION(S):
World Map, Near Bandits' Lair/Crystal Forest

SHINING PEEPIT

HP	WEIGHT	EXP	GALD	LEVEL
4504	Middle	90	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
324	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	84

LOCATION(S):
Bridge (1)

HRESVELGR

HP	WEIGHT	EXP	GALD	LEVEL
44,932	Middle	357	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
797	136	276	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Panacea Bottle (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (2)

ERYNGI SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
2519	Light	14	60	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
143	14	60	26	126

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	18

LOCATION(S):
Secret Passage (2) (Chaotic Zone)

PARADISE PEEPIT X

HP	WEIGHT	EXP	GALD	LEVEL
10,310	Middle	171	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
494	80	174	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	138

LOCATION(S):
Wings of Light (3)

UNDEAD PEEPIT

HP	WEIGHT	EXP	GALD	LEVEL
44,932	Middle	357	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
797	136	276	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Panacea Bottle (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (3)

PAIN ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
1738	Light	34	117	13
ATK	**DEF**	**INT**	**ACC**	**EVA**
149	20	63	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	39

LOCATION(S):
World Map, Near Ruins of Frozen Light/Great Hollow

CHIRPEE X

HP	WEIGHT	EXP	GALD	LEVEL
11,304	Middle	181	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
513	83	181	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Chicken (2.5)	144

LOCATION(S):
World Map: Near Down the Cliff

ERYNGI

Eryngi use various powders that inflict nearby characters with status effects, and also appropriate Crystal Eres to their type.

ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
1097	Light	7	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
72	4	34	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Mushroom (2.5)	9

LOCATION(S):
Bandits' Lair

BURNING ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
2187	Light	49	162	18
ATK	**DEF**	**INT**	**ACC**	**EVA**
188	28	77	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Parsley (20)	Parsley (2.5)	54

LOCATION(S):
World Map, Near Forest of No Return

CAWCAW X

HP	WEIGHT	EXP	GALD	LEVEL
17,101	Middle	229	513	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
599	99	209	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Miracle Gel (2.5)	171

LOCATION(S):
Character Quest: Crystal Forest

WAR ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
2187	Light	49	162	18
ATK	**DEF**	**INT**	**ACC**	**EVA**
188	28	77	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Melange Gel (2.5)	54

LOCATION(S):
World Map, Near Forest of No Return

FROZEN ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
3799	Light	92	270	30
ATK	**DEF**	**INT**	**ACC**	**EVA**
281	47	111	25	105

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Apple Gel (2.5)	90

LOCATION(S):
World Map, Near Village of the Ferines

MORAL MOREL

HP	WEIGHT	EXP	GALD	LEVEL
4361	Light	104	297	33
ATK	**DEF**	**INT**	**ACC**	**EVA**
304	51	120	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	99

LOCATION(S):
World Map, Near Altar of the Sea

ERYNGI X

HP	WEIGHT	EXP	GALD	LEVEL
8695	Light	169	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
420	75	162	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Mushroom (2.5)	144

LOCATION(S):
Character Quest: Fallingwater

FROZEN ERYNGI (2)

HP	WEIGHT	EXP	GALD	LEVEL
12,563	Light	208	504	56
ATK	**DEF**	**INT**	**ACC**	**EVA**
482	87	185	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Apple Gel (2.5)	168

LOCATION(S):
Character Quest: Ice Monument

ERYNGI SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
41,676	Light	268	670	67
ATK	**DEF**	**INT**	**ACC**	**EVA**
851	157	304	50	150

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (10)	Life Bottle (1.25)	201

LOCATION(S):
Character Quest: Secret Passage (2) (Chaotic Zone)

GHOST ERYNGI

HP	WEIGHT	EXP	GALD	LEVEL
26,227	Light	297	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
606	113	231	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Panacea Bottle (2.5)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

HOPPERFLY

BAD BREATH (BASE ERES)
May Poison characters in an area in front of the foe.

HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
523	Light	4	18	2
ATK	**DEF**	**INT**	**ACC**	**EVA**
71	3	28	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (30)	Panacea Bottle (3.75)	6

LOCATION(S):
World Map, Near Bandits' Lair

HOPPERFLY SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
4178	Light	47	170	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
301	40	92	30	130

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	51

LOCATION(S):
Forest of No Return (Chaotic Zone)

ROAST HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
2629	Light	64	198	22
ATK	**DEF**	**INT**	**ACC**	**EVA**
243	34	78	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	66

LOCATION(S):
Hermit Hill

BURNING HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
4781	Light	114	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
355	54	111	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Melange Gel (2.5)	105

LOCATION(S):
Fire Monument

HOPPERFLY X

HP	WEIGHT	EXP	GALD	LEVEL
10,944	Light	197	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
510	83	157	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	159

LOCATION(S):
Character Quest: Waterways

UNDEAD HOPPERFLY

HP	WEIGHT	EXP	GALD	LEVEL
11,459	Light	202	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
518	84	160	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Life Bottle (2.5)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

HOPPERFLY SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
31,624	Light	240	610	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
868	143	248	47	147

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	183

LOCATION(S):
Character Quest: Forest of No Return

GALF

RAPID BITE (BASE ERES)
A quick and dangerous bite.

GALF

HP	WEIGHT	EXP	GALD	LEVEL
1426	Heavy	7	27	3
ATK	DEF	INT	ACC	EVA
104	4	34	25	105

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Orange Gel (2.5)	9

LOCATION(S):
Bandits' Lair

GALF SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
3127	Heavy	12	50	5
ATK	DEF	INT	ACC	EVA
190	11	56	35	135

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	15

LOCATION(S):
Secret Passage (Chaotic Zone)

BLUE GALF

HP	WEIGHT	EXP	GALD	LEVEL
1795	Heavy	20	72	8
ATK	DEF	INT	ACC	EVA
160	12	48	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	24

LOCATION(S):
The Crags

BLACK GALF

HP	WEIGHT	EXP	GALD	LEVEL
2060	Heavy	29	99	11
ATK	DEF	INT	ACC	EVA
193	17	57	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	33

LOCATION(S):
Waterways

WHITE GALF

HP	WEIGHT	EXP	GALD	LEVEL
3117	Heavy	58	180	20
ATK	DEF	INT	ACC	EVA
294	31	83	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	60

LOCATION(S):
Man-Eating Ruins

NIGHT GALF

HP	WEIGHT	EXP	GALD	LEVEL
3418	Heavy	65	198	22
ATK	DEF	INT	ACC	EVA
316	34	88	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Miracle Gel (1.25)	66

LOCATION(S):
Hermit Hill

GLITTER GALF

HP	WEIGHT	EXP	GALD	LEVEL
4504	Heavy	87	252	28
ATK	DEF	INT	ACC	EVA
383	43	105	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	84

LOCATION(S):
Bridge (1)

NINJA GALF

HP	WEIGHT	EXP	GALD	LEVEL
4504	Heavy	87	252	28
ATK	DEF	INT	ACC	EVA
383	43	105	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	84

LOCATION(S):
Bridge (2)

SHADOW GALF

HP	WEIGHT	EXP	GALD	LEVEL
4938	Heavy	95	270	30
ATK	DEF	INT	ACC	EVA
406	47	111	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	90

LOCATION(S):
World Map, Near Village of the Ferines

GALF X

HP	WEIGHT	EXP	GALD	LEVEL
22,536	Heavy	253	567	63
ATK	DEF	INT	ACC	EVA
774	98	205	48	128

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Milk (2.5)	189

LOCATION(S):
Character Quest: Misty Mountains

NIGHT GALF X

HP	WEIGHT	EXP	GALD	LEVEL
24,708	Heavy	265	585	65
ATK	DEF	INT	ACC	EVA
797	102	211	49	129

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Miracle Gel (1.25)	195

LOCATION(S):
Character Quest: Bandits' Lair

GALF SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
51,743	Heavy	270	660	66
ATK	DEF	INT	ACC	EVA
1212	155	300	59	159

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	198

LOCATION(S):
Character Quest: Secret Passage (Chaotic Zone)

GHOST GALF

HP	WEIGHT	EXP	GALD	LEVEL
35,700	Heavy	312	657	73
ATK	DEF	INT	ACC	EVA
886	114	234	52	132

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	219

LOCATION(S):
Character Quest: Bridge (3)

GELURES SWORD

GELURES SWORD

HP	WEIGHT	EXP	GALD	LEVEL
1033	Middle	10	36	4
ATK	DEF	INT	ACC	EVA
115	6	33	35	95

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Orange Gel (2.5)	12

LOCATION(S):
Crystal Forest

WERICYES SWORD

HP	WEIGHT	EXP	GALD	LEVEL
1715	Middle	42	135	15
ATK	DEF	INT	ACC	EVA
238	26	61	39	99

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	45

LOCATION(S):
Ruins of Frozen Light

IRELURES SWORD

HP	WEIGHT	EXP	GALD	LEVEL
2594	Middle	73	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
339	41	84	43	104

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-set Encounters

FELURES SWORD

HP	WEIGHT	EXP	GALD	LEVEL
5938	Middle	149	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
540	73	129	50	110

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

GELURES SWORD X

HP	WEIGHT	EXP	GALD	LEVEL
9849	Middle	203	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
663	92	157	54	114

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	159

LOCATION(S):
Character Quest: The Quiet Lands; CQ: Waterways

HELURES SWORD

HP	WEIGHT	EXP	GALD	LEVEL
18,754	Middle	282	603	67
ATK	**DEF**	**INT**	**ACC**	**EVA**
819	116	193	60	120

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	201

LOCATION(S):
Character Quest: Secret Passage (2); CQ: Mountain Path

WERICYES SWORD X

HP	WEIGHT	EXP	GALD	LEVEL
20,561	Middle	294	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
842	120	198	60	120

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (10)	Rune Bottle (1.25)	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

PHYNX

METEOR ATTACK (BASE ERES)
The enemy soars high into the air then dives down, raining meteors down upon an area.

HP	WEIGHT	EXP	GALD	LEVEL
1493	Middle	10	36	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
97	6	41	15	95

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Orange Gel (1.25)	12

LOCATION(S):
Crystal Forest

LEOPARD PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
1795	Middle	22	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
135	13	54	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	24

LOCATION(S):
The Crags

ROOKIE PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
4504	Middle	94	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
324	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	84

LOCATION(S):
Bridge (2)

ACE PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
5414	Middle	111	288	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
362	55	130	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Apple Gel (3.75)	96

LOCATION(S):
Hidden Fortress

PHYNX SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
9009	Middle	94	280	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
487	73	164	34	134

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	84

LOCATION(S):
Hidden Fortress (Chaotic Zone)

TIGER PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
5669	Middle	115	297	33
ATK	**DEF**	**INT**	**ACC**	**EVA**
372	57	133	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Beef (20)	Pineapple Gel (2.5)	99

LOCATION(S):
World Map, Near Altar of the Sea

DRAGON PUP

HP	WEIGHT	EXP	GALD	LEVEL
6216	Middle	124	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
390	61	139	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	105

LOCATION(S):
The Quiet Lands

CRYSTAL PUP

HP	WEIGHT	EXP	GALD	LEVEL
6815	Middle	133	333	37
ATK	**DEF**	**INT**	**ACC**	**EVA**
409	64	146	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Apple Gel (2.5)	111

LOCATION(S):
Ice Monument

DRAGON PUP SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
17,155	Middle	157	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
685	109	226	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	126

LOCATION(S):
Mirage Palace (3) (Chaotic Zone)

ZEBRA PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
8577	Middle	157	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
457	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

CALICO PHYNX X

HP	WEIGHT	EXP	GALD	LEVEL
12,393	Middle	199	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
532	87	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Life Bottle (1.25)	150

LOCATION(S):
Character Quest: The Quiet Lands

PHYNX X

HP	WEIGHT	EXP	GALD	LEVEL
22,536	Middle	273	567	63
ATK	**DEF**	**INT**	**ACC**	**EVA**
655	109	228	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Milk (2.5)	189

LOCATION(S):
Character Quest: Misty Mountains

DRAGON PUP SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
68,190	Middle	330	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
1111	188	359	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (2) (Chaotic Zone)

GHOST PHYNX

HP	WEIGHT	EXP	GALD	LEVEL
34,095	Middle	330	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
740	125	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (10)	Flare Bottle (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

GHOST PUP

HP	WEIGHT	EXP	GALD	LEVEL
34,095	Middle	330	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
740	125	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

HYNX SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
71,400	Middle	337	730	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
1125	191	364	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	219

LOCATION(S):
Character Quest: Bridge (1) (Chaotic Zone); CQ: Altar of the Sea (Chaotic Zone)

CALICO PHYNX (2)

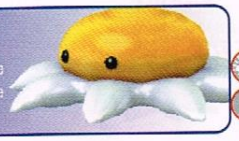
HP	WEIGHT	EXP	GALD	LEVEL
44,932	Middle	371	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
797	136	276	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Life Bottle (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2)

EGGTOPUS

Eggtopus use Fields of Effect to give negative status effects to nearby characters, and some also use simple Crystal Eres.



EGGTOPUS

HP	WEIGHT	EXP	GALD	LEVEL
1070	Feather	14	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
31	10	47	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Orange Gel (1.25)	18

LOCATION(S):
Secret Passage (1); Secret Passage (2)

POACHED EGG

HP	WEIGHT	EXP	GALD	LEVEL
1173	Feather	19	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
36	13	54	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	24

LOCATION(S):
The Crags

EGGTOPUS SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
2347	Feather	19	80	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
55	20	76	27	127

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	24

LOCATION(S):
The Crags (Chaotic Zone)

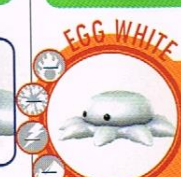
TEA EGG

HP	WEIGHT	EXP	GALD	LEVEL
1229	Feather	22	81	9
ATK	**DEF**	**INT**	**ACC**	**EVA**
39	15	57	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (20)	Panacea Bottle (2.5)	27

LOCATION(S):
World Map, Near Oresoren Village

EGG WHITE



HP	WEIGHT	EXP	GALD	LEVEL
1410	Feather	30	108	12
ATK	**DEF**	**INT**	**ACC**	**EVA**
47	20	66	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Apple Gel (3.75)	36

LOCATION(S):
World Map, Near Waterways/Ruins of Frozen Light

BALOT

HP	WEIGHT	EXP	GALD	LEVEL
1477	Feather	33	117	13
ATK	**DEF**	**INT**	**ACC**	**EVA**
49	22	70	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Hamburger Patty (10)	Melange Gel (1.25)	39

LOCATION(S):
World Map, Near Ruins of Frozen Light/Great Hollow

FLAME ERE

HP	WEIGHT	EXP	GALD	LEVEL
1109	Light	28	99	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
111	15	108	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	33

LOCATION(S):
Waterways

PEEPIT ERE SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
2219	Light	28	110	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
167	23	151	28	128

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	33

LOCATION(S):
Waterways (Chaotic Zone)

TITANIUM ERE

HP	WEIGHT	EXP	GALD	LEVEL
1333	Light	40	135	15
ATK	**DEF**	**INT**	**ACC**	**EVA**
137	20	130	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Life Bottle (2.5)	45

LOCATION(S):
Ruins of Frozen Light

CHARM ERE

HP	WEIGHT	EXP	GALD	LEVEL
1678	Light	56	180	20
ATK	**DEF**	**INT**	**ACC**	**EVA**
169	27	156	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	60

LOCATION(S):
Man-Eating Ruins

ICE ERE

HP	WEIGHT	EXP	GALD	LEVEL
1678	Light	56	160	20
ATK	**DEF**	**INT**	**ACC**	**EVA**
169	27	156	21	101

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Orange Gel (1.25)	60

LOCATION(S):
Man-Eating Ruins

FORCE ERE

HP	WEIGHT	EXP	GALD	LEVEL
2018	Light	70	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
195	33	178	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Dinei Bottle (10)	Dinei Bottle (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

LICH ERE

HP	WEIGHT	EXP	GALD	LEVEL
2018	Light	70	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
195	33	178	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Acuity Bottle (10)	Acuity Bottle (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

ELECTRON ERE

HP	WEIGHT	EXP	GALD	LEVEL
2425	Light	84	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
221	39	200	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	84

LOCATION(S):
Bridge (1)

CURE ERE

HP	WEIGHT	EXP	GALD	LEVEL
2425	Light	84	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
221	39	200	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	84

LOCATION(S):
Bridge (2)

BLIZZARD ERE

HP	WEIGHT	EXP	GALD	LEVEL
3669	Light	120	333	37
ATK	**DEF**	**INT**	**ACC**	**EVA**
279	51	249	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Apple Gel (2.5)	111

LOCATION(S):
Ice Monument

ORICHALCUM ERE

HP	WEIGHT	EXP	GALD	LEVEL
4618	Light	141	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
311	58	275	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

CHAOS LICH ERE

HP	WEIGHT	EXP	GALD	LEVEL
5551	Light	160	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
337	64	297	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	138

LOCATION(S):
Wings of Light (1)

RAVEN ERE

HP	WEIGHT	EXP	GALD	LEVEL
5551	Light	160	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
337	64	297	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (10)	Charm Bottle (1.25)	138

LOCATION(S):
Wings of Light (1)

ENHANCE ERE

HP	WEIGHT	EXP	GALD	LEVEL
5551	Light	160	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
337	64	297	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Lemon Gel (3.75)	138

LOCATION(S):
Wings of Light (2); Wings of Light (3)

ORICHALCUM ERE

HP	WEIGHT	EXP	GALD	LEVEL
4618	Light	141	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
311	58	275	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3)

THUNDER ERE X

HP	WEIGHT	EXP	GALD	LEVEL
6987	Light	183	459	51
ATK	**DEF**	**INT**	**ACC**	**EVA**
369	71	323	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	153

LOCATION(S):
Character Quest: Thunder Monument

AID ERE X

HP	WEIGHT	EXP	GALD	LEVEL
12,706	Light	251	576	64
ATK	**DEF**	**INT**	**ACC**	**EVA**
453	89	394	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	192

LOCATION(S):
Character Quest: The Crags

PEEPIT ERE SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
15,321	Light	193	530	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
573	110	468	44	144

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	159

LOCATION(S):
Character Quest: Waterways

PLAIN ERE X

HP	WEIGHT	EXP	GALD	LEVEL
13,931	Light	262	594	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
466	92	404	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	198

LOCATION(S):
Character Quest: Secret Passage (1)

ENHANCE ERE X

HP	WEIGHT	EXP	GALD	LEVEL
18,358	Light	297	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
505	100	437	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Lemon Gel (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (1)

FLAME ERE X

HP	WEIGHT	EXP	GALD	LEVEL
18,358	Light	297	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
505	100	437	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Apple Gel (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (2)

CURE ERE X

HP	WEIGHT	EXP	GALD	LEVEL
19,223	Light	303	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
511	101	442	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	219

LOCATION(S):
Character Quest: Bridge (2)

ELECTRON ERE X

HP	WEIGHT	EXP	GALD	LEVEL
21,075	Light	315	675	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
524	104	453	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Syrup Bottle (10)	Climax Bottle (1.25)	225

LOCATION(S):
Character Quest: Altar of the Sea

HUMAN

Human enemies start out with no special abilities, although some gradually gain access to Crystal Eres. Later on some other more direct fighting-type humans gain access to special Arcane Eres attacks, but these don't tend to be very deadly or used extremely often.

FENCER: RANK D

HP	WEIGHT	EXP	GALD	LEVEL
1259	Middle	15	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
106	10	47	16	96

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	—

LOCATION(S):
Mountain Path

ARCHER: RANK D

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Apple Gel (2.5)	—

LOCATION(S):
Forest of No Return

ASSASSIN: RANK D

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	—

LOCATION(S):
Forest of No Return

FENCER: RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	—

LOCATION(S):
Forest of No Return

TAMER: RANK D

HP	WEIGHT	EXP	GALD	LEVEL
2089	Middle	47	153	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
200	29	82	20	100

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	—

LOCATION(S):
Forest of No Return

ASSASSIN: RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	**DEF**	**INT**	**ACC**	**EVA**
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

FENCER: RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	**DEF**	**INT**	**ACC**	**EVA**
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

TAMER: RANK C

HP	WEIGHT	EXP	GALD	LEVEL
2753	Middle	68	207	23
ATK	**DEF**	**INT**	**ACC**	**EVA**
252	40	101	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Climax Bottle (2.5)	—

LOCATION(S):
Front Lines

NOTES:
May appear if you are spotted by a guard.

ARCHER: RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2882	Middle	71	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
260	41	105	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	—

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

TAMER: RANK B

HP	WEIGHT	EXP	GALD	LEVEL
2882	Middle	71	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
260	41	105	23	103

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	—

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

ARCHER: RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Pine Gel (10)	Miracle Gel (1.25)	—

LOCATION(S):
Bridge (1)

FENCER: RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Miracle Gel (1.25)	—

LOCATION(S):
Bridge (1)

ASSASSIN: RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (20)	Melange Gel (2.5)	—

LOCATION(S):
Bridge (2)

TAMER: RANK A

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Miracle Gel (3.75)	—

LOCATION(S):
Bridge (2)

ASSASSIN: RANK S

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	—

LOCATION(S):
Bridge (3)

FENCER: RANK S

HP	WEIGHT	EXP	GALD	LEVEL
3465	Middle	86	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Panacea Bottle (2.5)	—

LOCATION(S):
Bridge (3)

ARCHER: RANK S

HP	WEIGHT	EXP	GALD	LEVEL
3799	Middle	94	270	30
ATK	**DEF**	**INT**	**ACC**	**EVA**
312	52	124	25	105

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Panacea Bottle (2.5)	—

LOCATION(S):
World Map, Near Village of the Ferines

TAMER: RANK S

HP	WEIGHT	EXP	GALD	LEVEL
4165	Middle	102	288	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
329	55	130	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	—

LOCATION(S):
Hidden Fortress

MASTER NINJA

HP	WEIGHT	EXP	GALD	LEVEL
26,227	Middle	303	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
673	125	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	—

LOCATION(S):
Character Quest: Mirage Palace (2)

MEGANT

MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
2141	Special	18	54	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
148	8	33	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Apple Gel (1.25)	18

LOCATION(S):
Mountain Path

SLASH MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
2695	Special	35	99	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
208	15	44	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	33

LOCATION(S):
Waterways

YETI

HP	WEIGHT	EXP	GALD	LEVEL
2954	Special	42	117	13
ATK	**DEF**	**INT**	**ACC**	**EVA**
232	18	49	29	109

NORMAL ITEM	RARE ITEM	ERES STONES
Garlic (20)	Apple Gel (2.5)	39

LOCATION(S):
World Map, Near Ruins of Frozen Light/Great Hollow

SOLDIER MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
3093	Special	45	126	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
244	19	51	29	109

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Miracle Gel (1.25)	42

LOCATION(S):
Great Hollow

MEGANT SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
6187	Special	45	140	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
367	29	71	39	139

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	42

LOCATION(S):
Great Hollow (Chaotic Zone)

KNOCK MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
3893	Special	65	171	19
ATK	**DEF**	**INT**	**ACC**	**EVA**
305	26	62	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Apple Gel (2.5)	57

LOCATION(S):
World Map, Near Forest of No Return

AGYO

HP	WEIGHT	EXP	GALD	LEVEL
4077	Special	69	180	20
ATK	**DEF**	**INT**	**ACC**	**EVA**
317	27	64	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (10)	Flare Bottle (1.25)	60

LOCATION(S):
Man-Eating Ruins

CAPTAIN MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
4900	Special	86	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
365	33	73	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Dinei Bottle (10)	Climax Bottle (1.25)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

BURN GIGANT

HP	WEIGHT	EXP	GALD	LEVEL
5890	Special	103	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
413	39	82	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (10)	Life Bottle (1.25)	84

LOCATION(S):
Bridge (2)

UNGYO

HP	WEIGHT	EXP	GALD	LEVEL
6458	Special	113	270	30
ATK	**DEF**	**INT**	**ACC**	**EVA**
437	41	86	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Acuity Bottle (10)	Acuity Bottle (1.25)	90

LOCATION(S):
World Map, Near Village of the Ferines

CHOP MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
11,216	Special	173	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	58	113	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (1)

CYCLOPS

HP	WEIGHT	EXP	GALD	LEVEL
11,216	Special	173	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	58	113	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	126

LOCATION(S):
Mirage Palace (2)

BIGFOOT

HP	WEIGHT	EXP	GALD	LEVEL
13,482	Special	196	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	64	122	41	121

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (10)	Panacea Bottle (1.25)	138

LOCATION(S):
Wings of Light (1)

MEGANT X

HP	WEIGHT	EXP	GALD	LEVEL
14,782	Special	207	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
654	66	126	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	144

LOCATION(S):
Character Quest: World Map, Near Down the Cliff

CYCLOPS X

HP	WEIGHT	EXP	GALD	LEVEL
58,757	Special	409	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1015	108	193	54	134

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.5)	234

LOCATION(S):
Character Quest: Wings of Light (2)

DOUBLOON SHARK X

HP	WEIGHT	EXP	GALD	LEVEL
13,614	Middle	179	576	64
ATK	**DEF**	**INT**	**ACC**	**EVA**
544	89	231	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (10)	Shell Bottle (1.25)	192

LOCATION(S):
Character Quest: The Crags

ONYUDO

HP	WEIGHT	EXP	GALD	LEVEL
16,206	Special	219	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
678	69	131	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	150

LOCATION(S):
Character Quest: Great Hollow

GALD SHARK

Each Gald Shark can use some form of stat-lowering Field of Effect, along with one type of Crystal Eres, usually of the Lightning type.

INGOT SHARK

HP	WEIGHT	EXP	GALD	LEVEL
25,922	Middle	238	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
652	108	276	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2)

*GALD SHARK

HP	WEIGHT	EXP	GALD	LEVEL
1035	Middle	14	72	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
110	11	54	17	97

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Baking Set (2.5)	24

LOCATION(S):
The Crags

BASE TURTLE

PEEKABOO (BASE ERES)
The turtle draws into its shell briefly, then shoots out suddenly.

MEGANT SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
32,413	Special	219	500	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
1017	104	183	53	153

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	150

LOCATION(S):
Character Quest: Great Hollow (Chaotic Zone)

DOUBLOON SHARK

HP	WEIGHT	EXP	GALD	LEVEL
5948	Middle	114	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
404	64	174	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (1)

ANTHILL TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
1585	Massive	29	99	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
178	24	60	18	158

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	33

LOCATION(S):
Waterways

SOLDIER MEGANT X

HP	WEIGHT	EXP	GALD	LEVEL
16,206	Special	219	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
678	69	131	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	150

LOCATION(S):
Character Quest: The Quiet Lands; CQ: Ruins of Frozen Light

GALD SHARK X

HP	WEIGHT	EXP	GALD	LEVEL
11,326	Middle	164	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
513	83	219	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (10)	Panacea Bottle (1.25)	180

LOCATION(S):
Character Quest: Earth Monument

TREE TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
2290	Massive	55	171	19
ATK	**DEF**	**INT**	**ACC**	**EVA**
261	43	84	21	161

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Life Bottle (2.5)	57

LOCATION(S):
World Map, Near Man-Eating Ruins

SKELETON MEGANT

HP	WEIGHT	EXP	GALD	LEVEL
44,586	Special	364	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	100	179	52	132

NORMAL ITEM	RARE ITEM	ERES STONES
Flan (10)	Life Bottle (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

ANTHILL TURTLE SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
4796	Massive	58	200	20
ATK	**DEF**	**INT**	**ACC**	**EVA**
407	68	122	31	191

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	60

LOCATION(S):
Man-Eating Ruins (Chaotic Zone)

FORTRESS TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
4781	Massive	116	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
426	79	132	27	167

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	105

LOCATION(S):
The Quiet Lands

BATTLESHIP TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
6598	Massive	147	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
498	95	153	30	170

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Orange Gel (1.25)	126

LOCATION(S):
Mirage Palace (1)

TURTLE FRAPPE

HP	WEIGHT	EXP	GALD	LEVEL
6598	Massive	147	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
498	95	153	30	170

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (1)

SPINY TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
7931	Massive	166	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
539	104	165	31	171

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (1)

SHADOW TURTLE

HP	WEIGHT	EXP	GALD	LEVEL
7931	Massive	166	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
539	104	165	31	171

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	138

LOCATION(S):
Wings of Light (3)

ANTHILL TURTLE X

HP	WEIGHT	EXP	GALD	LEVEL
8695	Massive	176	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
560	108	172	32	172

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (10)	Life Bottle (1.25)	144

LOCATION(S):
Character Quest: Fallingwater

GENBU

HP	WEIGHT	EXP	GALD	LEVEL
10,944	Massive	201	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
612	120	187	34	174

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	159

LOCATION(S):
Character Quest: Waterways

ANTHILL TURTLE SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
22,918	Massive	206	540	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
933	183	266	45	205

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	162

LOCATION(S):
Character Quest: Man-Eating Ruins (Chaotic Zone)

SPINY TURTLE X

HP	WEIGHT	EXP	GALD	LEVEL
34,563	Massive	347	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
870	176	262	44	184

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (10)	Shell Bottle (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (1)

EGG BEAR CUB

HP	WEIGHT	EXP	GALD	LEVEL
1659	Feather	27	108	12
ATK	**DEF**	**INT**	**ACC**	**EVA**
157	20	66	18	98

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Melange Gel (2.5)	36

LOCATION(S):
World Map, Near Waterways/Ruins of Frozen Light

EGG BEAR CUB X

HP	WEIGHT	EXP	GALD	LEVEL
15,812	Feather	208	549	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
578	106	222	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Melange Gel (2.5)	183

LOCATION(S):
Character Quest: Forest of No Return

ELEMENT

Elements use Crystal Eres appropriate to their strong elemental affinity and level. Higher-level Elements have more eres at their disposal. At higher levels they begin to use powerful Bite Base Eres that inflict damage and status ailments, as well as Fields of Effect that inflict negative status.

FES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
1819	Feather	37	126	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
174	24	109	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	42

LOCATION(S):
Great Hollow

VES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
1819	Feather	37	126	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
174	24	109	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	42

LOCATION(S):
Great Hollow

KES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
1905	Feather	40	135	15
ATK	**DEF**	**INT**	**ACC**	**EVA**
183	26	114	19	99

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	45

LOCATION(S):
Ruins of Frozen Light

ORERISES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
5747	Feather	127	351	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
389	68	228	29	109

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	117

LOCATION(S):
Earth Monument

FERISES ELEMENT X

HP	WEIGHT	EXP	GALD	LEVEL
26,227	Feather	294	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
673	125	385	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (1)

FES ELEMENT SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
3811	Feather	40	135	15
ATK	**DEF**	**INT**	**ACC**	**EVA**
275	39	160	29	129

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	45

LOCATION(S):
Ruins of Frozen Light (Chaotic Zone)

FERISES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
6598	Feather	140	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	243	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Bottle (10)	Miracle Bottle (1.25)	126

LOCATION(S):
Mirage Palace (2)

TELURES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
34,563	Feather	330	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
725	136	414	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (10)	Rune Bottle (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (1)

KERIPES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
4566	Feather	106	306	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
346	59	205	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Melange Gel (2.5)	102

LOCATION(S):
Altar of the Sea

VERISES ELEMENT X

HP	WEIGHT	EXP	GALD	LEVEL
9982	Feather	181	459	51
ATK	**DEF**	**INT**	**ACC**	**EVA**
492	88	285	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (10)	Guard Bottle (1.25)	153

LOCATION(S):
Character Quest: Thunder Monument

GELURES SHIELD

HP	WEIGHT	EXP	GALD	LEVEL
1637	Middle	38	126	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
174	29	62	19	159

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	42

LOCATION(S):
Great Hollow

VERISES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
4781	Feather	110	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
355	61	209	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	105

LOCATION(S):
The Quiet Lands; Thunder Monument

ORES ELEMENT X

HP	WEIGHT	EXP	GALD	LEVEL
13,774	Feather	217	522	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
553	101	319	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Bottle (10)	Miracle Bottle (1.25)	175

LOCATION(S):
Character Quest: Hidden Fortress

GELURES SHIELD SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
7497	Middle	103	320	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
494	100	155	36	196

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	96

LOCATION(S):
Hidden Fortress (Chaotic Zone)

*ORES ELEMENT

HP	WEIGHT	EXP	GALD	LEVEL
4781	Feather	110	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
355	61	209	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	105

LOCATION(S):
The Quiet Lands

FES ELEMENT SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
45,692	Feather	277	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
971	180	519	50	150

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

VELURES SHIELD

HP	WEIGHT	EXP	GALD	LEVEL
5938	Middle	146	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	87	137	30	170

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

GELURES SHIELD SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
24,793	Middle	226	580	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
829	182	253	46	206

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	174

LOCATION(S):
Character Quest: Hidden Fortress (Chaotic Zone)

VELURES SHIELD X

HP	WEIGHT	EXP	GALD	LEVEL
17,911	Middle	270	594	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
621	138	202	39	179

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	198

LOCATION(S):
Character Quest: Secret Passage (1)

GELURES SHIELD X

HP	WEIGHT	EXP	GALD	LEVEL
20,561	Middle	288	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
647	144	210	40	180

NORMAL ITEM	RARE ITEM	ERES STONES
Bagel (20)	Bagel (2.5)	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

DANDARANTULA

BIND FIELD (BASE ERES)
Red Field of Effect that Binds nearby characters.

DEVOUR PREY (BASE ERES)
Enemy grabs onto any characters directly in front of it, temporarily preventing any motion or attacks, and does biting damage over a short period of time.

SPIDER WEB (BASE ERES)
Temporarily Binds a targeted character.

DANDARANTULA

HP	WEIGHT	EXP	GALD	LEVEL
2892	Massive	65	198	22
ATK	**DEF**	**INT**	**ACC**	**EVA**
292	34	49	22	102

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Apple Gel (2.5)	66

LOCATION(S):
Hermit Hill

GRANDANTULA

HP	WEIGHT	EXP	GALD	LEVEL
4797	Massive	108	297	33
ATK	**DEF**	**INT**	**ACC**	**EVA**
405	51	66	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	99

LOCATION(S):
World Map, Near Altar of the Sea; Altar of the Sea

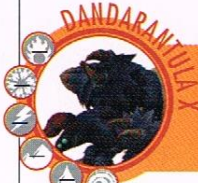
DANDARANTULA SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
10,046	Massive	112	340	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
624	80	95	37	137

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	102

LOCATION(S):
Altar of the Sea (Chaotic Zone)

DANDARANTULA X



HP	WEIGHT	EXP	GALD	LEVEL
12,038	Massive	201	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
612	83	98	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (1.25)	159

LOCATION(S):
Character Quest: Waterways

GHOSTARANTULA

HP	WEIGHT	EXP	GALD	LEVEL
12,038	Massive	201	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
612	83	98	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (10)	Charm Bottle (1.25)	159

LOCATION(S):
Character Quest: Waterways

GRANDANTULA X

HP	WEIGHT	EXP	GALD	LEVEL
14,470	Massive	222	513	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
653	89	104	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (10)	Guard Bottle (1.25)	171

LOCATION(S):
Character Quest: Hidden Fortress

EARTH SPIDER

HP	WEIGHT	EXP	GALD	LEVEL
15,151	Massive	228	522	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
663	91	106	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	174

LOCATION(S):
Character Quest: Hidden Fortress

DANDARANTULA SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
66,237	Massive	328	750	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
1258	176	186	53	153

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	225

LOCATION(S):
Character Quest: Altar of the Sea

DIVA

Divas can use one or more elemental Crystal Eres according to their strong element.

STONE EYES (ARCANE ERES)
May temporarily Petrify a targeted character.

PETRIFY FIELD (BASE ERES)
A Field of Effect that Petrifies nearby characters.

WERICYES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
3027	Heavy	73	216	24
ATK	**DEF**	**INT**	**ACC**	**EVA**
260	43	147	23	105

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Life Bottle (2.5)	72

LOCATION(S):
Bridge Plains

NOTES:
Semi-Set Encounters

DES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
4795	Heavy	113	306	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
346	62	191	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	102

LOCATION(S):
Altar of the Sea

VES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
5763	Heavy	130	342	38
ATK	**DEF**	**INT**	**ACC**	**EVA**
381	69	209	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	114

LOCATION(S):
Thunder Monument

DIVA SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
13,856	Heavy	149	420	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
623	115	317	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (Chaotic Zone)

HES DIVA

HP	WEIGHT	EXP	GALD	LEVEL
6928	Heavy	149	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	76	226	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

MEDUSA

HP	WEIGHT	EXP	GALD	LEVEL
8327	Heavy	168	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
449	84	244	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	138

LOCATION(S):
Wings of Light (1)

ZOMBIE DIVA

HP	WEIGHT	EXP	GALD	LEVEL
8327	Heavy	168	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
449	84	244	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	138

LOCATION(S):
Wings of Light (3)

HES DIVA X

HP	WEIGHT	EXP	GALD	LEVEL
15,856	Heavy	241	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
570	109	306	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Lettuce (20)	Lettuce (2.5)	180

LOCATION(S):
Character Quest: Earth Monument

DIVA SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
55,076	Heavy	312	720	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
1010	197	503	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (1)

MEDUSA X

HP	WEIGHT	EXP	GALD	LEVEL
36,291	Heavy	351	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
725	142	386	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Tomato (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2)

MIMIC BED

Mimic beds use various Fields of Effect to temporarily lower stats of nearby characters. Many beds can use more than one of these effects.

BOOBY TRAP (BASE ERES)
The foe temporarily engulfs and damages a character, spitting them out after a few seconds.

MUDDY BED

HP	WEIGHT	EXP	GALD	LEVEL
3465	Special	88	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
295	48	117	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	84

LOCATION(S):
Bridge (1)

MIMIC BED SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
6930	Special	88	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
442	73	164	34	134

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	84

LOCATION(S):
Hidden Fortress (Chaotic Zone)

MUSIC BOX BED

HP	WEIGHT	EXP	GALD	LEVEL
5242	Special	125	333	37
ATK	**DEF**	**INT**	**ACC**	**EVA**
372	64	146	28	108

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	111

LOCATION(S):
Ice Monument

MUSIC BOX BED (2)

HP	WEIGHT	EXP	GALD	LEVEL
6598	Special	147	387	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (1)

IGLOO BED

HP	WEIGHT	EXP	GALD	LEVEL
7931	Special	166	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
449	80	174	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (10)	Rune Bottle (1.25)	138

LOCATION(S):
Wings of Light (1)

BLOODY BED

HP	WEIGHT	EXP	GALD	LEVEL
11,459	Special	206	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
518	94	200	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

GOTHIC BED

HP	WEIGHT	EXP	GALD	LEVEL
15,812	Special	244	549	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
578	106	222	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (1.25)	183

LOCATION(S):
Character Quest: Forest of No Return

MIMIC BED SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
54,923	Special	315	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
1023	191	364	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (20)	Melange Gel (2.5)	219

LOCATION(S):
Character Quest: Bridge (1) (Chaotic Zone); CQ: Altar of the Sea (Chaotic Zone)

MIMIC BED X

HP	WEIGHT	EXP	GALD	LEVEL
27,461	Special	315	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
682	127	260	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	219

LOCATION(S):
Character Quest: Bridge (3)

MUDDY BED X

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Special	328	675	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
699	130	266	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Apple Gel (1.25)	225

LOCATION(S):
Character Quest: Altar of the Sea

HILL ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
5890	Special	106	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
413	46	105	24	114

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	84

LOCATION(S):
Bridge (2)

HILL ANGLER SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
11,781	Special	106	280	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
620	69	148	34	144

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	84

LOCATION(S):
Hidden Fortress (Chaotic Zone)

HILL ANGLER

SURPRISE BALL (BASE ERES)
The angler's ball-shaped lure is dangled over its mouth to attempt to sucker your characters.

SUMO CHARGE (BASE ERES)
The foe lures a character into its mouth with its lure, then emits a long ray of energy.

SUMO STOMP (BASE ERES)
The enemy stomps down with its forefeet and lets loose a breath attack.

ELECTRIC ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
8128	Special	140	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
497	58	125	27	117

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	72

LOCATION(S):
The Quiet Lands

SEAWEED ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
9771	Special	161	351	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
545	64	137	29	119

NORMAL ITEM	RARE ITEM	ERES STONES
Tuna (10)	Apple Gel (1.25)	117

LOCATION(S):
Earth Monument

DEEP ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
11,216	Special	178	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	69	145	30	120

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

BANGLER

HP	WEIGHT	EXP	GALD	LEVEL
13,482	Special	200	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	76	157	31	121

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Orange Gel (2.5)	138

LOCATION(S):
Wings of Light (2)

GOLD ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
13,482	Special	200	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	76	157	31	121

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	138

LOCATION(S):
Wings of Light (2)

ELECTRIC ANGLER SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
26,965	Special	200	460	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
944	114	220	41	151

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (2) (Chaotic Zone)

HILL ANGLER SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
93,369	Special	380	730	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
1432	181	327	52	162

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	219

LOCATION(S):
Character Quest: Bridge (1) (Chaotic Zone); CQ: Altar of the Sea (Chaotic Zone)

MANDRAKE

Mandrakes all use powerful Crystal Eres spells that cover a small-to-large area. Many of them display the area to be affected for a few seconds before actual damage is dealt, so keep your eyes open.

MANDRAKE

HP	WEIGHT	EXP	GALD	LEVEL
4165	Heavy	105	288	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
263	55	143	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Orange Gel (1.25)	96

LOCATION(S):
Hidden Fortress

MOSS ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
16,206	Special	224	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
678	82	168	33	123

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Panacea Bottle (1.25)	150

LOCATION(S):
Character Quest: Great Hollow

GHOST ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
46,684	Special	380	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
954	120	234	42	132

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Panacea Bottle (1.25)	219

LOCATION(S):
Character Quest: Bridge (2)

BLACK LILY

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	168	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
359	80	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Parsley (20)	Life Bottle (2.5)	138

LOCATION(S):
Wings of Light (2)

GOLD ANGLER X

HP	WEIGHT	EXP	GALD	LEVEL
30,858	Special	315	576	64
ATK	**DEF**	**INT**	**ACC**	**EVA**
846	106	208	38	128

NORMAL ITEM	RARE ITEM	ERES STONES
Dark Bottle (10)	Dark Bottle (1.25)	192

LOCATION(S):
Character Quest: The Crags

DEEP ANGLER X

HP	WEIGHT	EXP	GALD	LEVEL
58,757	Special	419	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1015	129	248	44	134

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (2)

RED SPIDER LILY

HP	WEIGHT	EXP	GALD	LEVEL
10,944	Heavy	203	477	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
408	92	216	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Carrot (1.25)	159

LOCATION(S):
Character Quest: Waterways

PIRATE ANGLER

HP	WEIGHT	EXP	GALD	LEVEL
32,311	Special	322	585	65
ATK	**DEF**	**INT**	**ACC**	**EVA**
858	107	211	39	129

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	195

LOCATION(S):
Character Quest: Bandit's Lair

ELECTRIC ANGLER SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
117,515	Special	419	780	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1522	193	347	54	164

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2) (Chaotic Zone)

BLACK LILY X

HP	WEIGHT	EXP	GALD	LEVEL
11,459	Heavy	208	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	94	220	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

*OLD MAN OF THE SEA

HP	WEIGHT	EXP	GALD	LEVEL
44,586	Special	373	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	119	231	42	132

NORMAL ITEM	RARE ITEM	ERES STONES
Tuna (10)	Melange Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (2)

ANGEL'S TRUMPET

HP	WEIGHT	EXP	GALD	LEVEL
18,152	Heavy	264	576	64
ATK	**DEF**	**INT**	**ACC**	**EVA**
483	111	254	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Panacea Bottle (1.25)	192

LOCATION(S):
Character Quest: The Crags

BELLADONNA

HP	WEIGHT	EXP	GALD	LEVEL
20,838	Heavy	282	603	67
ATK	**DEF**	**INT**	**ACC**	**EVA**
504	116	265	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	201

LOCATION(S):
Character Quest: Secret Passage (2); CQ: Mountain Path

ANGEL'S TRUMPET X

HP	WEIGHT	EXP	GALD	LEVEL
27,461	Heavy	318	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
545	127	286	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Panacea Bottle (1.25)	219

LOCATION(S):
Character Quest: Bridge (2)

ZEPHYR

CHOMP (BASE ERES)
Multiple strong biting attacks.

Some Zephyrs may occasionally use Crystal Eres according to their type.

FLAME ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
4566	Heavy	114	306	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
381	59	177	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	102

LOCATION(S):
Altar of the Sea

ICICLE ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
4566	Heavy	114	306	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
381	59	177	27	107

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	102

LOCATION(S):
Altar of the Sea

CRIMSON ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
6598	Heavy	150	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
457	73	210	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	126

LOCATION(S):
Mirage Palace (2)

OBSIDIAN ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
6598	Heavy	150	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
457	73	210	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (2)

ABSOLUTE ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
All-Divide (10)	All-Divide (1.25)	138

LOCATION(S):
Wings of Light (2)

INDIGO ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	138

LOCATION(S):
Wings of Light (2)

ZEPHYR SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
15,862	Heavy	169	460	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
742	120	317	41	141

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	138

LOCATION(S):
Wings of Light (2) (Chaotic Zone)

HEALING ZEPHYR

HP	WEIGHT	EXP	GALD	LEVEL
7931	Heavy	169	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
494	80	227	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Bun (10)	Melange Gel (1.25)	138

LOCATION(S):
Wings of Light (3)

ZEPHYR ASMODEUS

HP	WEIGHT	EXP	GALD	LEVEL
12,563	Heavy	221	504	56
ATK	**DEF**	**INT**	**ACC**	**EVA**
589	97	268	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (10)	Flare Bottle (1.25)	168

LOCATION(S):
Character Quest: Ice Monument

CRIMSON ZEPHYR X

HP	WEIGHT	EXP	GALD	LEVEL
27,461	Heavy	322	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
750	127	338	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	219

LOCATION(S):
Character Quest: Bridge (1)

FLAME ZEPHYR X

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Heavy	334	675	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	225

LOCATION(S):
Character Quest: Altar of the Sea

ICICLE ZEPHYR X

HP	WEIGHT	EXP	GALD	LEVEL
30,108	Heavy	334	675	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
769	130	346	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (10)	Climax Bottle (1.25)	225

LOCATION(S):
Character Quest: Altar of the Sea

ZEPHYR SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
69,126	Heavy	354	780	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1196	204	502	54	154

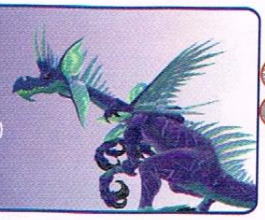
NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (2) (Chaotic Zone)

DRAGON

DIVINE FANG (BASE ERES)
A darting bite attack.

SWARM OF FANGS (BASE ERES)
A swarm of quick bites.



LAVA DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
6933	Special	160	315	35
ATK	**DEF**	**INT**	**ACC**	**EVA**
497	73	181	47	117

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	105

LOCATION(S):
Altar of the Sea; Fire Monument

FROST DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
7601	Special	171	333	37
ATK	**DEF**	**INT**	**ACC**	**EVA**
521	77	190	48	118

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	111

LOCATION(S):
Ice Monument

STORM DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
7959	Special	178	342	38
ATK	**DEF**	**INT**	**ACC**	**EVA**
533	79	194	48	118

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	114

LOCATION(S):
Thunder Monument

CHAOS DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
8334	Special	184	351	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
545	81	198	49	119

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	117

LOCATION(S):
Earth Monument

SILVER DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
9567	Special	202	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	87	210	50	120

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

DRAGON SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
23,000	Special	228	460	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
944	144	317	61	151

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Pineapple Gel (2.5)	138

LOCATION(S):
Wings of Light (1) (Chaotic Zone)

VAMPIRE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
11,500	Special	228	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	96	227	51	121

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (2)

TIAMAT

HP	WEIGHT	EXP	GALD	LEVEL
50,116	Special	477	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1015	163	358	64	134

NORMAL ITEM	RARE ITEM	ERES STONES
Dark Bottle (10)	Dark Bottle (1.25)	234

LOCATION(S):
Character Quest: The Quiet Lands; CQ: Altar of the Sea; CQ: Wings of Light (3)

FROST DRAGON X

HP	WEIGHT	EXP	GALD	LEVEL
18,217	Special	298	504	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
750	117	268	55	125

NORMAL ITEM	RARE ITEM	ERES STONES
Cream Cheese (10)	Cream Cheese (1.25)	168

LOCATION(S):
Character Quest: Ice Monument

LAVA DRAGON X

HP	WEIGHT	EXP	GALD	LEVEL
22,927	Special	336	549	61
ATK	**DEF**	**INT**	**ACC**	**EVA**
810	127	288	57	127

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (10)	Charm Bottle (1.25)	183

LOCATION(S):
Character Quest: Forest of No Return

CREVASSE DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
38,029	Special	425	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	150	334	62	132

NORMAL ITEM	RARE ITEM	ERES STONES
Magic Lens (20)	Magic Lens (2.5)	216

LOCATION(S):
Character Quest: Mirage Palace (2)

DRAGON SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
100,233	Special	477	780	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1522	244	502	74	164

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (20)	Pineapple Gel (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (1) (Chaotic Zone)

SKELETON DRAGON

HP	WEIGHT	EXP	GALD	LEVEL
50,116	Special	477	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1015	163	358	64	134

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (10)	Shell Bottle (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (3)

MINI-AUTOMATON

MINI-AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (1)

*MINI-AUTOMATON 2

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (2)

*MINI-AUTOMATON 3

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

*MINI-AUTOMATON 4

HP	WEIGHT	EXP	GALD	LEVEL
6598	Middle	159	378	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
415	73	162	30	110

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (20)	Orange Gel (2.5)	126

LOCATION(S):
Mirage Palace (3)

GRAND GAET

CANNON OF THE OVERLORD (BASE ERES)
The foe breaths out a small cloud of energy in front of it, damaging and knocking down characters caught in it.

HAMMER OF THE OVERLORD (BASE ERES)
The enemy bellyflops onto the ground, damaging those trapped beneath.

ROAR OF THE OVERLORD (BASE ERES)
A long-reaching breath attack damages and slightly knocks back characters caught by it.

SCREAM OF THE OVERLORD (BASE ERES)
The enemy goes into an extended spin, damaging and possibly knocking down characters standing too close.

GRAND GAET SPIRIT

HP	WEIGHT	EXP	GALD	LEVEL
23,753	Special	194	420	42
ATK	**DEF**	**INT**	**ACC**	**EVA**
872	98	249	40	140

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	126

LOCATION(S):
Mirage Palace (3) (Chaotic Zone)

LION GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	138

LOCATION(S):
Wings of Light (2)

NAGAS GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	138

LOCATION(S):
Wings of Light (3)

GHOST GRAND GAET

HP	WEIGHT	EXP	GALD	LEVEL
14,276	Special	218	414	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	72	192	31	111

NORMAL ITEM	RARE ITEM	ERES STONES
Cream Cheese (10)	Life Bottle (1.25)	138

LOCATION(S):
Wings of Light (3)

ANCIENT GAET

HP	WEIGHT	EXP	GALD	LEVEL
35,822	Special	359	594	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
870	103	261	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	198

LOCATION(S):
Character Quest: Secret Passage (1); CQ: Secret Passage (2);CQ: Mountain Path

GRAND GAET SPIRIT (2)

HP	WEIGHT	EXP	GALD	LEVEL
94,417	Special	406	720	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
1414	169	395	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (10)	Miracle Gel (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

NAGAS GAET X

HP	WEIGHT	EXP	GALD	LEVEL
62,214	Special	456	702	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1015	122	303	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	234

LOCATION(S):
Character Quest: Wings of Light (3)

AUTOMATON

TOPPLE (BASE ERES)
The enemy suddenly falls over, damaging any characters trapped under it.

PUMMEL (BASE ERES)
The center of the enemy sweeps up between its legs to damage those it strikes.

ENTRAP (BASE ERES)
Temporarily traps one or more characters within a stasis field.

AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
10,486	Special	200	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	104	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	150

LOCATION(S):
Character Quest: Great Hollow

VOLT AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
10,980	Special	206	459	51
ATK	**DEF**	**INT**	**ACC**	**EVA**
591	106	190	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	153

LOCATION(S):
Character Quest: Thunder Monument

CURSE AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
12,605	Special	223	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
622	113	200	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

SEA AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
19,967	Special	282	576	64
ATK	**DEF**	**INT**	**ACC**	**EVA**
725	133	231	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	192

LOCATION(S):
Character Quest: The Crags

ELECTRIC AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
28,849	Special	333	648	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
808	150	257	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (10)	Rune Bottle (1.25)	216

LOCATION(S):
Character Quest: Mirage Palace (1)

DEVIL AUTOMATON

HP	WEIGHT	EXP	GALD	LEVEL
30,207	Special	340	657	73
ATK	**DEF**	**INT**	**ACC**	**EVA**
818	152	260	42	122

NORMAL ITEM	RARE ITEM	ERES STONES
Dark Bottle (10)	Dark Bottle (1.25)	219

LOCATION(S):
Character Quest: Bridge (1)

DINOWYRM

BILE (BASE ERES)
A spray of sickly fluid in a small area.

STICKY FIELD (BASE ERES)
Red Field of Effect that may Poison nearby characters and lower their ATK and DEF.

DINOGIRAFFE

HP	WEIGHT	EXP	GALD	LEVEL
179,729	Special	340	5460	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1305	306	248	74	184

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (10)	Pineapple Gel (1.25)	234

LOCATION(S):
Character Quest: Wings of Light (3)

GENTLEMAN

AFTER YOU (BASE ERES)
The enemy walks straight forward in a swift line, damaging nearby characters with each step.

BOLD STRETCH (BASE ERES)
The foe flops down onto the ground, damaging characters under him.

RAMEN

HP	WEIGHT	EXP	GALD	LEVEL
5669	Heavy	122	297	33
ATK	**DEF**	**INT**	**ACC**	**EVA**
439	57	133	26	106

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	All-Divide (1.25)	99

LOCATION(S):
World Map, Near Hidden Fortress

GENTLEMAN

HP	WEIGHT	EXP	GALD	LEVEL
11,304	Heavy	198	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
607	83	181	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	All-Divide (1.25)	144

LOCATION(S):
Character Quest: World Map, Near Misty Mountains

DISCO NU-DIE

HP	WEIGHT	EXP	GALD	LEVEL
12,393	Heavy	210	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	87	187	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	All-Divide (1.25)	150

LOCATION(S):
Character Quest: Island off the Stern

GENTLEHYDRA

HP	WEIGHT	EXP	GALD	LEVEL
31,098	Heavy	335	630	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
853	122	250	41	121

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (10)	All-Divide (1.25)	210

LOCATION(S):
Character Quest: Convict Island (reached through a duct in the SE Quiet Lands)

BOSS ENEMIES

The information for the Boss and other special enemies is much the same as in the previous sections, with the addition of the monster's family in parenthesis after its name. Moves are often the same as those of the rest of its family, at least in part, while more specialized moves are covered in the relevant section of the walkthrough.

WARNING!

Even the identity of some of these Boss enemies may be large spoilers for later on in the storyline. If you don't want to risk being spoiled, be very careful checking these pages!

ZEPHYR (ZEPHYR)

HP	WEIGHT	EXP	GALD	LEVEL
600	Heavy	2	9	1
ATK	**DEF**	**INT**	**ACC**	**EVA**
69	1	41	14	94

NORMAL ITEM	RARE ITEM	ERES STONES
Orange Gel (100)	—	3

LOCATION(S):
Characters' ship during opening sequence.

MOSES (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
2194	Middle	22	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
120	13	38	35	155

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (100)	—	—

LOCATION(S):
Bandits' Lair

NOTES:
Appears with Giet.

GIET (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
2852	Heavy	22	27	3
ATK	**DEF**	**INT**	**ACC**	**EVA**
156	11	34	45	165

NORMAL ITEM	RARE ITEM	ERES STONES
Milk (20)	Climax Bottle (2.5)	9

LOCATION(S):
Bandits' Lair

NOTES:
Appears with Moses.

*CRYSTARANTULA (DANDARAGNULA)

HP	WEIGHT	EXP	GALD	LEVEL
5055	Massive	60	280	4
ATK	**DEF**	**INT**	**ACC**	**EVA**
160	15	20	35	155

NORMAL ITEM	RARE ITEM	ERES STONES
Poison Bracers (100)	—	155

LOCATION(S):
Crystal Forest

DINOWYRM (DINOWYRM)

HP	WEIGHT	EXP	GALD	LEVEL
6549	Special	90	420	6
ATK	**DEF**	**INT**	**ACC**	**EVA**
191	23	43	46	156

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (100)	—	18

LOCATION(S):
Secret Passage (2)/Mountain Path

DINOGORGON (DINOWYRM)

HP	WEIGHT	EXP	GALD	LEVEL
7181	Special	123	560	8
ATK	**DEF**	**INT**	**ACC**	**EVA**
221	31	48	47	157

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (100)	—	24

LOCATION(S):
The Crags

*CITADEL TURTLE (BASE TURTLE)

HP	WEIGHT	EXP	GALD	LEVEL
7609	Massive	178	770	11
ATK	**DEF**	**INT**	**ACC**	**EVA**
310	82	60	38	128

NORMAL ITEM	RARE ITEM	ERES STONES
Lavender (100)	—	33

LOCATION(S):
Waterways

GRAND GAET (GRAND GALE)

HP	WEIGHT	EXP	GALD	LEVEL
22,000	Special	307	980	14
ATK	**DEF**	**INT**	**ACC**	**EVA**
380	54	80	39	159

NORMAL ITEM	RARE ITEM	ERES STONES
Gaet Armor (100)	—	42

LOCATION(S):
Poppo's Workshop

*GIGANT (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
25,916	Special	350	1100	17
ATK	**DEF**	**INT**	**ACC**	**EVA**
342	47	53	37	127

NORMAL ITEM	RARE ITEM	ERES STONES
Stun Bracelet (100)	—	45

LOCATION(S):
Ruins of Frozen Light

*ARMORED ANGLER (HILL ANGLER)

HP	WEIGHT	EXP	GALD	LEVEL
14,875	Special	376	1260	18
ATK	**DEF**	**INT**	**ACC**	**EVA**
439	74	77	41	171

NORMAL ITEM	RARE ITEM	ERES STONES
Elixir (100)	—	54

LOCATION(S):
Forest of No Return

DIVA (DIVA)

HP	WEIGHT	EXP	GALD	LEVEL
12,000	Heavy	377	1470	21
ATK	**DEF**	**INT**	**ACC**	**EVA**
352	96	133	42	162

NORMAL ITEM	RARE ITEM	ERES STONES
Protect Ring (100)	—	63

LOCATION(S):
Man-Eating Ruins

NOTES:
Appears with Mimic Bed.

MIMIC BED (MIMIC BED)

HP	WEIGHT	EXP	GALD	LEVEL
15,000	Special	62	189	21
ATK	**DEF**	**INT**	**ACC**	**EVA**
352	90	95	42	162

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	63

LOCATION(S):
Man-Eating Ruins

NOTES:
Appears with Diva

PHAROAH GIGANT (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
37,444	Special	490	1610	23
ATK	**DEF**	**INT**	**ACC**	**EVA**
412	67	71	52	152

NORMAL ITEM	RARE ITEM	ERES STONES
Seal Charm (100)	—	69

LOCATION(S):
Front Lines

DRAGON (DRAGON)

HP	WEIGHT	EXP	GALD	LEVEL
17,507	Special	632	1750	25
ATK	**DEF**	**INT**	**ACC**	**EVA**
565	130	140	63	173

NORMAL ITEM	RARE ITEM	ERES STONES
Dragon Mail (100)	—	75

LOCATION(S):
Bridge Plains

MELANIE (HUMAN)

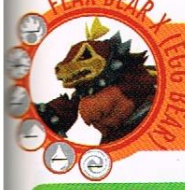
HP	WEIGHT	EXP	GALD	LEVEL
16,000	Middle	519	1960	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
442	122	117	44	164

NORMAL ITEM	RARE ITEM	ERES STONES
Resist Ring (100)	—	—

LOCATION(S):
Bridge (1)

NOTES:
Appears with Fear Bear X.

FEAR BEAR X (EGG BEAR)



HP	WEIGHT	EXP	GALD	LEVEL
8000	Heavy	91	252	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
383	96	70	24	104

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	84

LOCATION(S):
Bridge (1)

NOTES:
Appears with Melanie.

CASHEL (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
13,861	Middle	519	1960	28
ATK	**DEF**	**INT**	**ACC**	**EVA**
619	122	117	44	164

NORMAL ITEM	RARE ITEM	ERES STONES
Doom Charm (100)	—	—

LOCATION(S):
Bridge (2)

STINGLE (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
14,513	Middle	542	2030	29
ATK	**DEF**	**INT**	**ACC**	**EVA**
500	126	120	45	165

NORMAL ITEM	RARE ITEM	ERES STONES
Heal Bracelet (100)	—	—

LOCATION(S):
Bridge (3)

VACLAV (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
17,415	Middle	542	2030	29
ATK	**DEF**	**INT**	**ACC**	**EVA**
679	126	120	45	165

NORMAL ITEM	RARE ITEM	ERES STONES
Emerald Ring (100)	—	—

LOCATION(S):
Bridge (top)

GOLD GALF (GALF)

HP	WEIGHT	EXP	GALD	LEVEL
25,000	Heavy	309	2240	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
750	125	117	56	176

NORMAL ITEM	RARE ITEM	ERES STONES
Moon Crystal (100)	—	96

LOCATION(S):
Hidden Fortress

NOTES:
Appears with Silver Galf.

SILVER GALF (GALF)

HP	WEIGHT	EXP	GALD	LEVEL
25,000	Heavy	309	2240	32
ATK	**DEF**	**INT**	**ACC**	**EVA**
750	125	117	56	176

NORMAL ITEM	RARE ITEM	ERES STONES
Elixir (100)	—	96

LOCATION(S):
Hidden Fortress

NOTES:
Appears with Gold Galf.

ZEPHYR MAMMON (ZEPHYR)

HP	WEIGHT	EXP	GALD	LEVEL
21,919	Heavy	688	2380	34
ATK	**DEF**	**INT**	**ACC**	**EVA**
850	170	177	47	167

NORMAL ITEM	RARE ITEM	ERES STONES
Poison Charm (100)	—	102

LOCATION(S):
Altar of the Sea

VOLCANO GAET (SEA GAET)

HP	WEIGHT	EXP	GALD	LEVEL
36,048	Special	953	2520	36
ATK	**DEF**	**INT**	**ACC**	**EVA**
764	141	157	48	168

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Cape (100)	—	108

LOCATION(S):
Fire Monument

GLACIER GAET (SEA GAET)

HP	WEIGHT	EXP	GALD	LEVEL
37,745	Special	987	2590	37
ATK	**DEF**	**INT**	**ACC**	**EVA**
782	145	160	48	168

NORMAL ITEM	RARE ITEM	ERES STONES
Freeze Cape (100)	—	111

LOCATION(S):
Ice Monument

TEMPEST GAET (SEA GAET)

HP	WEIGHT	EXP	GALD	LEVEL
39,522	Special	1022	2660	38
ATK	**DEF**	**INT**	**ACC**	**EVA**
800	149	164	48	168

NORMAL ITEM	RARE ITEM	ERES STONES
Thunder Cape (100)	—	114

LOCATION(S):
Thunder Monument

EARTHQUAKE GAET (SEA GAET)

HP	WEIGHT	EXP	GALD	LEVEL
41,383	Special	1057	2730	39
ATK	**DEF**	**INT**	**ACC**	**EVA**
818	153	167	49	169

NORMAL ITEM	RARE ITEM	ERES STONES
Earth Cape (100)	—	117

LOCATION(S):
Earth Monument

ZEPHYR LUCIFER (ZEPHYR)

HP	WEIGHT	EXP	GALD	LEVEL
33,162	Heavy	932	3010	43
ATK	**DEF**	**INT**	**ACC**	**EVA**
769	187	214	50	170

NORMAL ITEM	RARE ITEM	ERES STONES
Elixir (100)	—	129

LOCATION(S):
Mirage Palace (3)

WALTER (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
55,270	Middle	149	3010	43
ATK	**DEF**	**INT**	**ACC**	**EVA**
663	187	165	50	170

NORMAL ITEM	RARE ITEM	ERES STONES
Force Ring (100)	—	—

LOCATION(S):
Mirage Palace (3)

ROYAL AUTOMATON (AUTOMATON)

HP	WEIGHT	EXP	GALD	LEVEL
41,875	Special	1078	3220	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
1100	300	174	51	171

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (100)	—	138

LOCATION(S):
Wings of Light (3)

MAURITS (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
31,724	Middle	980	3220	46
ATK	**DEF**	**INT**	**ACC**	**EVA**
674	200	174	51	171

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	—

LOCATION(S):
Wings of Light (3)

NOTES:
After winning this fight you are swept into the next after a cutscene with no chance to heal.

*MAURITS (2) (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
33,217	Middle	1008	3290	47
ATK	**DEF**	**INT**	**ACC**	**EVA**
687	204	177	52	172

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (30)	Miracle Gel (3.75)	—

LOCATION(S):
Wings of Light (3)

NOTES:
As with the previous fight, you are swept into the next after a few cutscenes, with no chance to heal.

NERIFES (NERIFES)

HP	WEIGHT	EXP	GALD	LEVEL
83,043	Special	1512	3290	47
ATK	**DEF**	**INT**	**ACC**	**EVA**
1031	204	177	52	172

NORMAL ITEM	RARE ITEM	ERES STONES
Faerie Ring (100)	—	—

LOCATION(S):
Wings of Light (3)

EGG BEAR (2) (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
16,193	Heavy	178	423	47
ATK	**DEF**	**INT**	**ACC**	**EVA**
894	122	138	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	141

LOCATION(S):
Character Quest: Down the Cliff

EGG BEAR (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
7197	Heavy	175	261	47
ATK	**DEF**	**INT**	**ACC**	**EVA**
977	81	106	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Ham (20)	Life Bottle (2.5)	141

LOCATION(S):
Character Quest: Down the Cliff

LIZARDMAN (LIZARDMAN)

HP	WEIGHT	EXP	GALD	LEVEL
4637	Light	170	266	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
857	83	162	52	112

NORMAL ITEM	RARE ITEM	ERES STONES
Panacea Bottle (10)	Panacea Bottle (1.25)	144

LOCATION(S):
Character Quest: Near Port-on-Rage

NOTES:
You fight two of the same enemy together.

MOSES (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
34,781	Middle	172	3360	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
700	209	181	52	172

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	—

LOCATION(S):
Character Quest: Werites Beacon Arena

RARE LIZARDMAN (LIZARDMAN)

HP	WEIGHT	EXP	GALD	LEVEL
6956	Light	172	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
513	83	162	52	112

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (10)	Lemon Gel (1.25)	144

LOCATION(S):
Character Quest: Fallingwater

FIEND (FIEND)

HP	WEIGHT	EXP	GALD	LEVEL
55,650	Massive	1037	3360	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
1121	209	181	62	172

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Cape (100)	—	144

LOCATION(S):
Character Quest: Lumen Spring Beach

ANCIENT PUP (PHYNK)

HP	WEIGHT	EXP	GALD	LEVEL
59,488	Middle	1194	3500	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
1000	218	187	53	173

NORMAL ITEM	RARE ITEM	ERES STONES
Red Lavender (100)	—	150

LOCATION(S):
Character Quest: Great Hollow

FAENIR (DRAGON)

HP	WEIGHT	EXP	GALD	LEVEL
69,475	Special	1575	3570	51
ATK	**DEF**	**INT**	**ACC**	**EVA**
1139	266	247	73	183

NORMAL ITEM	RARE ITEM	ERES STONES
Purple Ores (100)	—	153

LOCATION(S):
Character Quest: Thunder Monument

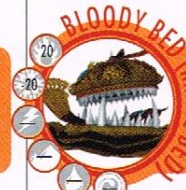
DARK WILL (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
43,776	Middle	1186	3710	53
ATK	**DEF**	**INT**	**ACC**	**EVA**
1147	231	215	54	174

NORMAL ITEM	RARE ITEM	ERES STONES
Lure (100)	—	—

LOCATION(S):
Character Quest: Waterways

BLOODY BED (MIMIC BED)



HP	WEIGHT	EXP	GALD	LEVEL
11,459	Special	206	486	54
ATK	**DEF**	**INT**	**ACC**	**EVA**
518	94	200	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Melange Gel (1.25)	162

NOTES:
Appears with Mindflayer.

MINDFLAYER (ERE)

HP	WEIGHT	EXP	GALD	LEVEL
40,315	Light	1222	3850	55
ATK	**DEF**	**INT**	**ACC**	**EVA**
652	191	345	55	175

NORMAL ITEM	RARE ITEM	ERES STONES
Elixir (100)	—	165

LOCATION(S):
Character Quest: Man-Eating Ruins

NOTES:
Appears with Bloody Bed.

BEAR FIEND (FIEND)

HP	WEIGHT	EXP	GALD	LEVEL
80,406	Massive	1279	3920	56
ATK	**DEF**	**INT**	**ACC**	**EVA**
1286	244	206	65	175

NORMAL ITEM	RARE ITEM	ERES STONES
FOE2 Charm (100)	—	168

LOCATION(S):
Character Quest: Ice Monument

DARK NORMA (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
52,619	Middle	1310	3990	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
816	248	230	56	176

NORMAL ITEM	RARE ITEM	ERES STONES
Red Ores (100)	—	—

LOCATION(S):
Character Quest: Crystal Forest

GALF FIEND (FIEND)

HP	WEIGHT	EXP	GALD	LEVEL
84,191	Massive	1310	3990	57
ATK	**DEF**	**INT**	**ACC**	**EVA**
1306	248	209	66	176

NORMAL ITEM	RARE ITEM	ERES STONES
Sephira (100)	—	171

LOCATION(S):
Character Quest: Village of the Ferines

CHARIOT GAET (GRAND GAET)

HP	WEIGHT	EXP	GALD	LEVEL
124,610	Special	1842	4130	59
ATK	**DEF**	**INT**	**ACC**	**EVA**
1297	231	237	57	177

NORMAL ITEM	RARE ITEM	ERES STONES
Red Savory (100)	—	177

LOCATION(S):
Character Quest: Hidden Fortress

SPIDER FIEND (FIEND)

HP	WEIGHT	EXP	GALD	LEVEL
96,649	Massive	1407	4200	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
1366	261	219	67	177

NORMAL ITEM	RARE ITEM	ERES STONES
FOE1 Charm (100)	—	180

LOCATION(S):
Character Quest: Earth Monument

CHLOE (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
60,405	Middle	1407	4200	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
855	261	219	57	177

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	—

LOCATION(S):
Character Quest: Graveyard

NOTES:
This battle is fought alone, by Senel only.

DARK CHLOE (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
66,226	Middle	1473	4340	62
ATK	**DEF**	**INT**	**ACC**	**EVA**
1321	270	225	58	178

NORMAL ITEM	RARE ITEM	ERES STONES
Water Ores (100)	—	—

LOCATION(S):
Character Quest: Forest of No Return

SPHYNX

HP	WEIGHT	EXP	GALD	LEVEL
90,000	Middle	1642	4410	63
ATK	**DEF**	**INT**	**ACC**	**EVA**
1200	274	228	58	178

NORMAL ITEM	RARE ITEM	ERES STONES
Elven Boots (100)	—	189

LOCATION(S):
Character Quest: Misty Mountains

FENRIR (GALF)

HP	WEIGHT	EXP	GALD	LEVEL
118,602	Heavy	1590	4550	65
ATK	**DEF**	**INT**	**ACC**	**EVA**
1315	255	211	69	189

NORMAL ITEM	RARE ITEM	ERES STONES
Kusanagi Blade (100)	—	195

LOCATION(S):
Character Quest: The Crags

DARK MOSES (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
79,605	Middle	804	4620	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
932	287	238	59	179

NORMAL ITEM	RARE ITEM	ERES STONES
Yellow Ores (100)	—	—

LOCATION(S):
Character Quest: Bandits' Lair

NOTES:
Appears with Rabid Giet.

RABID GIET

HP	WEIGHT	EXP	GALD	LEVEL
103,487	Heavy	812	4620	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
1212	259	214	69	189

NORMAL ITEM	RARE ITEM	ERES STONES
Black Ores (100)	—	198

LOCATION(S):
Character Quest: Bandits' Lair

NOTES:
Appears with Dark Moses.

NINJA (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
19,901	Middle	268	594	66
ATK	**DEF**	**INT**	**ACC**	**EVA**
621	115	238	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (30)	Miracle Gel (3.75)	—

LOCATION(S):
Character Quest: Secret Passage

BEELZEBUB (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
85,020	Light	1577	4690	67
ATK	**DEF**	**INT**	**ACC**	**EVA**
988	262	193	60	180

NORMAL ITEM	RARE ITEM	ERES STONES
Blue Ores (100)	—	201

LOCATION(S):
Character Quest: Old Oresoren Village

NOTES:
Appears with Belladonna.

BELLADONNA (MANDRAKE)

HP	WEIGHT	EXP	GALD	LEVEL
20,838	Heavy	282	603	67
ATK	**DEF**	**INT**	**ACC**	**EVA**
504	116	265	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (10)	Miracle Gel (1.25)	201

LOCATION(S):
Character Quest: Old Oresoren Village

NOTES:
Appears with Beelzebub.

DULLAHAN (FIEND)

HP	WEIGHT	EXP	GALD	LEVEL
146,216	Massive	1713	4830	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
1554	300	247	70	180

NORMAL ITEM	RARE ITEM	ERES STONES
FOE2 Charm (100)	—	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

SOLON (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
88,737	Middle	910	5040	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
1010	314	257	62	182

NORMAL ITEM	RARE ITEM	ERES STONES
Red Soge (100)	—	—

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Dark Jay.

DARK JAY (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
86,713	Middle	910	5040	72
ATK	**DEF**	**INT**	**ACC**	**EVA**
1010	314	257	62	182

NORMAL ITEM	RARE ITEM	ERES STONES
Abes Wood (100)	—	—

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Solon.

DARK VACLAV (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
115,017	Middle	1894	5180	74
ATK	**DEF**	**INT**	**ACC**	**EVA**
1554	322	263	82	182

NORMAL ITEM	RARE ITEM	ERES STONES
Heal Bracket (100)	—	—

LOCATION(S):
Character Quest: Bridge (Top)

ANUBIS MEGANT (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
163,787	Special	2318	5250	75
ATK	**DEF**	**INT**	**ACC**	**EVA**
2202	261	186	73	193

NORMAL ITEM	RARE ITEM	ERES STONES
FOE3 Charm (100)	—	225

LOCATION(S):
Character Quest: Altar of the Sea

SCHWARTZ (SCHWARTZ)

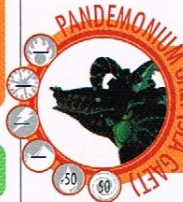
HP	WEIGHT	EXP	GALD	LEVEL
138,253	Special	—	—	78
ATK	**DEF**	**INT**	**ACC**	**EVA**
1087	340	276	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Wings of Light (3)

NOTES:
Fight stops halfway through.

PANDEMONIUM GAET (SEA GAET)



HP	WEIGHT	EXP	GALD	LEVEL
260,570	Special	2791	711	79
ATK	**DEF**	**INT**	**ACC**	**EVA**
1540	310	307	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
FOE3 Charm (100)	—	237

LOCATION(S):
Character Quest: Altar of the Sea

CITADEL TURTLE (2) (BASE TURTLE)

HP	WEIGHT	EXP	GALD	LEVEL
101,713	Massive	2125	5530	79
ATK	**DEF**	**INT**	**ACC**	**EVA**
1500	447	265	64	155

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (20)	Guard Bottle (2.5)	237

LOCATION(S):
Character Quest: Cradle of Time

ZEPHYR LUCIFER (2)

HP	WEIGHT	EXP	GALD	LEVEL
101,713	Heavy	2166	5530	79
ATK	**DEF**	**INT**	**ACC**	**EVA**
1331	344	363	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (30)	Climax Bottle (3.75)	237

LOCATION(S):
Character Quest: Cradle of Time

CHARIOT GAET (2) (GRAND GAET)

HP	WEIGHT	EXP	GALD	LEVEL
204,684	Special	2791	5530	79
ATK	**DEF**	**INT**	**ACC**	**EVA**
1694	310	307	64	184

NORMAL ITEM	RARE ITEM	ERES STONES
All-Divide (30)	All-Divide (3.75)	237

LOCATION(S):
Character Quest: Cradle of Time

LIZARD PALADIN

HP	WEIGHT	EXP	GALD	LEVEL
100,000	Heavy	1071	5600	80
ATK	**DEF**	**INT**	**ACC**	**EVA**
1592	314	254	75	195

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (20)	Flare Bottle (2.5)	240

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Appears with Silver Golf (2)

SILVER GALE (2) (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
100,000	Heavy	1071	5600	80
ATK	**DEF**	**INT**	**ACC**	**EVA**
1592	314	254	75	195

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Apple Gel (2.5)	240

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Appears with Gold Golf (2).

DIVA (2) (DIVA)

HP	WEIGHT	EXP	GALD	LEVEL
118,985	Heavy	2185	5600	80
ATK	**DEF**	**INT**	**ACC**	**EVA**
1224	366	395	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Flare Bottle (30)	Flare Bottle (3.75)	240

LOCATION(S):
Character Quest: Cradle of Time

DINOWYRM (2) (DINOWYRM)

HP	WEIGHT	EXP	GALD	LEVEL
175,589	Special	360	5670	81
ATK	**DEF**	**INT**	**ACC**	**EVA**
1486	317	257	75	185

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (20)	Life Bottle (2.5)	243

LOCATION(S):
Character Quest: Cradle of Time

DARK SENEL (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
158,711	Middle	1080	5670	81
ATK	**DEF**	**INT**	**ACC**	**EVA**
1126	353	285	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (30)	Miracle Gel (3.75)	—

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Appears with Dark Shirley

*DARK SHIRLEY (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
158,711	Middle	1080	5670	81
ATK	**DEF**	**INT**	**ACC**	**EVA**
1126	353	285	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	—

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Appears with Dark Senel.

FENRIR (2) (GALE)

HP	WEIGHT	EXP	GALD	LEVEL
175,589	Heavy	2182	5670	81
ATK	**DEF**	**INT**	**ACC**	**EVA**
1610	317	257	75	195

NORMAL ITEM	RARE ITEM	ERES STONES
Scallop Gel (20)	Scallop Gel (2.5)	243

LOCATION(S):
Character Quest: Cradle of Time

BEELZEBUB (2) (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
97,506	Light	2112	5740	82
ATK	**DEF**	**INT**	**ACC**	**EVA**
1190	321	231	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (20)	Rune Bottle (2.5)	246

LOCATION(S):
Character Quest: Cradle of Time

GRAND GAET (2) (GRAND GAET)

HP	WEIGHT	EXP	GALD	LEVEL
250,954	Special	2948	5740	82
ATK	**DEF**	**INT**	**ACC**	**EVA**
1753	321	317	65	185

NORMAL ITEM	RARE ITEM	ERES STONES
Rune Bottle (30)	Rune Bottle (3.75)	246

LOCATION(S):
Character Quest: Cradle of Time

DRAGON (2) (DRAGON)

HP	WEIGHT	EXP	GALD	LEVEL
217,157	Special	3080	5740	82
ATK	**DEF**	**INT**	**ACC**	**EVA**
1753	429	375	85	195

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (20)	Climax Bottle (2.5)	246

LOCATION(S):
Character Quest: Cradle of Time

CRYSTARANTULA (2) (DANDARANDULA)

HP	WEIGHT	EXP	GALD	LEVEL
157,687	Massive	2284	5810	83
ATK	**DEF**	**INT**	**ACC**	**EVA**
1520	325	145	66	186

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (20)	Climax Bottle (2.5)	249

LOCATION(S):
Character Quest: Cradle of Time

*ROYAL AUTOMATON (2)

HP	WEIGHT	EXP	GALD	LEVEL
157,687	Special	2464	5810	83
ATK	**DEF**	**INT**	**ACC**	**EVA**
1520	434	291	66	186

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (20)	Shell Bottle (2.5)	249

LOCATION(S):
Character Quest: Cradle of Time

SCHWARTZ (2) (SCHWARTZ)

HP	WEIGHT	EXP	GALD	LEVEL
174,005	Special	—	—	84
ATK	**DEF**	**INT**	**ACC**	**EVA**
1152	362	291	66	166

NORMAL ITEM	RARE ITEM	ERES STONES
—	—	—

LOCATION(S):
Character Quest: Cradle of Time

NOTES:
Once again you need only get Schwartz' HP down around halfway before the fight stops.

SCHWARTZ (3) (SCHWARTZ)

HP	WEIGHT	EXP	GALD	LEVEL
174,005	Special	2279	5810	84
ATK	**DEF**	**INT**	**ACC**	**EVA**
1382	362	291	86	186

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	—

LOCATION(S):
Character Quest: Cradle of Time

RARE ENEMIES

These enemies can be found using the Sorcerer's Scanner in very specific locations. Check the relevant maps for the exact spot for each monster.

LIZARD BAKER (LIZARDMAN)

HP	WEIGHT	EXP	GALD	LEVEL
6956	Light	182	432	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
513	83	162	52	112

NORMAL ITEM	RARE ITEM	ERES STONES
Baseball Bat (100)	—	144

LOCATION(S):
Character Quest: Fallingwater

BLOCK TURTLE (BASE)

HP	WEIGHT	EXP	GALD	LEVEL
9533	Massive	186	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
581	113	178	33	173

NORMAL ITEM	RARE ITEM	ERES STONES
Climax Bottle (30)	Climax Bottle (3.75)	150

LOCATION(S):
Character Quest: Great Hollow

SIREN (DIVA)

HP	WEIGHT	EXP	GALD	LEVEL
10,009	Heavy	188	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
842	162	393	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Lemon Gel (30)	Lemon Gel (3.75)	150

LOCATION(S):
Character Quest: Poppa's Workshop

RARE EGG BEAR (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
14,227	Heavy	193	477	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
663	92	118	34	114

NORMAL ITEM	RARE ITEM	ERES STONES
Bear Head (100)	—	159

LOCATION(S):
Character Quest: Waterways

LOVEBIRD (PEEPIT)

HP	WEIGHT	EXP	GALD	LEVEL
14,896	Middle	191	486	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
570	94	200	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (30)	Miracle Gel (3.75)	162

LOCATION(S):
Character Quest: Man-Eating Ruins

NOTES:
Appears with Lovebird Chick

LOVEBIRD CHICK (PEEPIT CHICK)

HP	WEIGHT	EXP	GALD	LEVEL
8594	Feather	164	486	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
466	84	180	35	115

NORMAL ITEM	RARE ITEM	ERES STONES
Lei (100)	—	162

LOCATION(S):
Character Quest: Man-Eating Ruins

NOTES:
Appears with Lovebird

KOTATSU (MIMIC BED)

HP	WEIGHT	EXP	GALD	LEVEL
13,154	Special	186	513	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
544	99	209	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	171

LOCATION(S):
Character Quest: Crystal Forest

WOOFER CHICK (PEEPIT CHICK)

HP	WEIGHT	EXP	GALD	LEVEL
10,330	Feather	164	522	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
497	91	191	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (30)	Melange Gel (3.75)	174

LOCATION(S):
Character Quest: Hidden Fortress

QUOX (DRAGON)

HP	WEIGHT	EXP	GALD	LEVEL
21,897	Special	255	540	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
798	125	284	57	127

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (30)	Miracle Gel (3.75)	180

LOCATION(S):
Character Quest: Earth Monument

ATLAS HOPPER (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
13,440	Light	175	549	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
549	95	177	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Middy Blouse (100)	—	183

LOCATION(S):
Character Quest: Forest of No Return

TEMPURA ANGLER (HILT ANGLER)

HP	WEIGHT	EXP	GALD	LEVEL
29,471	Special	224	567	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
834	104	205	38	128

NORMAL ITEM	RARE ITEM	ERES STONES
Pineapple Gel (30)	Pineapple Gel (3.75)	189

LOCATION(S):
Character Quest: Misty Mountains

WATERMELON ELEMENT (RED ELEMENT)

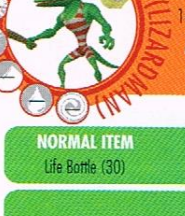
HP	WEIGHT	EXP	GALD	LEVEL
18,152	Feather	177	576	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
604	111	347	38	118

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	192

LOCATION(S):
Character Quest: The Crags

NOTES:
Appears with Piñata Lizard.

PIÑATA LIZARD (LIZARD MAN)



HP	WEIGHT	EXP	GALD	LEVEL
14,521	Light	182	576	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
665	111	208	58	118

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	192

LOCATION(S):
Character Quest: The Crags

NOTES:
Appears with Watermelon Element.

BOMB ELEMENT (FLEMENT)

HP	WEIGHT	EXP	GALD	LEVEL
19,006	Feather	177	585	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
613	113	352	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Paper Fan (100)	195	—

LOCATION(S):
Character Quest: Bandit's Lair

NAMEKO (ERYNGI)

HP	WEIGHT	EXP	GALD	LEVEL
19,901	Light	179	594	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
559	103	214	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Melange Gel (30)	Miracle Gel (3.75)	198

LOCATION(S):
Character Quest: Secret Passage (1)

NOTES:
Appears with Maitake.

MAITAKE (ERYNGI)

HP	WEIGHT	EXP	GALD	LEVEL
19,901	Light	179	594	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
559	103	214	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (30)	Panacea Bottle (3.75)	198

LOCATION(S):
Character Quest: Secret Passage (1)

NOTES:
Appears with Nameko.

BEEBEEP CHICK (PEEPIT CHICK)

HP	WEIGHT	EXP	GALD	LEVEL
14,926	Feather	164	594	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
559	103	214	39	119

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Melange Gel (3.75)	198

LOCATION(S):
Character Quest: Old Oresoren Village

TWO-TAILED PHYNX (PHYNX)

HP	WEIGHT	EXP	GALD	LEVEL
29,700	Middle	199	621	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
712	120	247	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	207

LOCATION(S):
Character Quest: Ruins of Frozen Light

GELURES SCISSORS (GELURES SWORD)

HP	WEIGHT	EXP	GALD	LEVEL
23,604	Middle	188	648	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
875	125	205	62	122

NORMAL ITEM	RARE ITEM	ERES STONES
Mini-Gelures Sword (100)	—	216

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Bacura.

BACURA (GELURES SHIELD)

HP	WEIGHT	EXP	GALD	LEVEL
23,604	Middle	184	648	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
673	150	218	42	182

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Gelures Scissors.

BLUE OGRE (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
44,586	Special	219	648	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	100	179	52	132

NORMAL ITEM	RARE ITEM	ERES STONES
Life Bottle (30)	Life Bottle (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Red Ogre.

RED OGRE (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
44,586	Special	219	648	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	100	179	52	132

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Gel (30)	Miracle Gel (3.75)	216

LOCATION(S):
Character Quest: Mirage Palace (3)

NOTES:
Appears with Blue Ogre.

DRIED SHARK (GALD SHARK)

HP	WEIGHT	EXP	GALD	LEVEL
22,581	Middle	127	675	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
629	104	266	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (30)	Charm Bottle (3.75)	225

LOCATION(S):
Character Quest: Altar of the Sea

PARTY PANDA (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
44,932	Heavy	193	702	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
942	136	165	44	124

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Bottle (30)	Miracle Bottle (3.75)	234

LOCATION(S):
Character Quest: Wings of Light (1)

ARENA-ONLY ENEMIES

You find these foes only within the walls of the Werites Beacon Arena, once it's unlocked. The monsters are listed in the order they are fought within the single battles, then party battles.

YELLOW-BELLIED HOPPER (2) (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
11,087	Light	165	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
665	113	188	32	112

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Panacea Bottle (2.5)	144

LOCATION(S):
Arena: Single: Beginner

BOSS BEAR X (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
11,836	Heavy	188	441	49
ATK	**DEF**	**INT**	**ACC**	**EVA**
618	85	110	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (30)	Lemon Gel (3.75)	147

LOCATION(S):
Arena: Single: Beginner

KNOCK MEGANT (2) (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
24,309	Special	219	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
1017	104	171	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	150

LOCATION(S):
Arena: Single: Beginner

DANDARANTULA (2) (DANDARANTULA)

HP	WEIGHT	EXP	GALD	LEVEL
22,727	Massive	228	522	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
995	137	138	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (20)	Baking Set (2.5)	174

LOCATION(S):
Arena: Single: Intermediate

VES DIVA (2) (DIVA)

HP	WEIGHT	EXP	GALD	LEVEL
22,715	Heavy	236	531	59
ATK	**DEF**	**INT**	**ACC**	**EVA**
842	162	393	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Syrup Bottle (10)	Syrup Bottle (1.25)	177

LOCATION(S):
Arena: Single: Intermediate

PEEPIT (2) (PEEPIT)

HP	WEIGHT	EXP	GALD	LEVEL
29,447	Middle	246	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
941	156	285	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Orange Gel (2.5)	180

LOCATION(S):
Arena: Single: Intermediate

TREE TURTLE (2) (BASE TURTLE)

HP	WEIGHT	EXP	GALD	LEVEL
32,729	Massive	285	612	68
ATK	**DEF**	**INT**	**ACC**	**EVA**
1149	231	302	40	180

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Cheese (2.5)	204

LOCATION(S):
Arena: Single: Advanced

SEAWEED ANGLER (2) (HIT ANGLER)

HP	WEIGHT	EXP	GALD	LEVEL
58,257	Special	351	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
1359	171	289	40	130

NORMAL ITEM	RARE ITEM	ERES STONES
Tuna (10)	Apple Gel (1.25)	207

LOCATION(S):
Arena: Single: Advanced

STORM DRAGON (2) (DRAGON)

HP	WEIGHT	EXP	GALD	LEVEL
52,029	Special	408	630	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
1377	219	424	61	131

NORMAL ITEM	RARE ITEM	ERES STONES
Dark Bottle (10)	Dark Bottle (1.25)	210

LOCATION(S):
Arena: Single: Advanced

MIMI (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
61,255	Middle	291	4900	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
1429	305	250	61	241

NORMAL ITEM	RARE ITEM	ERES STONES
Baking Set (50)	Baking Set (6.25)	—

LOCATION(S):
Arena: Single: Special

GELURES SHIELD (2) (GELURES SHIELD)

HP	WEIGHT	EXP	GALD	LEVEL
12,869	Middle	184	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
726	156	207	33	173

NORMAL ITEM	RARE ITEM	ERES STONES
Guard Bottle (10)	Guard Bottle (1.25)	150

LOCATION(S):
Arena: Party: Beginner

NOTES:
Appears with Gelures Sword (2), Megant (2)

HOPPERFLY (2) (HOPPERFLY)

HP	WEIGHT	EXP	GALD	LEVEL
20,661	Light	223	522	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
830	137	221	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Melange Gel (2.5)	174

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Two of these appear with two Hopper (2).

SAND LIZARD (2) (LIZARDMAN)

HP	WEIGHT	EXP	GALD	LEVEL
10,434	Light	172	432	48
ATK	**DEF**	**INT**	**ACC**	**EVA**
770	125	211	52	112

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	144

LOCATION(S):
Arena: Party: Beginner

NOTES:
You must fight four of these at one time.

GELURES SWORD (2) (GELURES SWORD)

HP	WEIGHT	EXP	GALD	LEVEL
12,869	Middle	188	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
944	131	194	53	113

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Orange Gel (2.5)	150

LOCATION(S):
Arena: Party: Beginner

NOTES:
Appears with Gelures Shield (2), Megant (2).

BURNING ERYNGI (2) (ERYNGI)

HP	WEIGHT	EXP	GALD	LEVEL
21,633	Light	224	531	59
ATK	**DEF**	**INT**	**ACC**	**EVA**
758	138	253	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Mushroom (20)	Mushroom (2.5)	177

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Two of these appear with Kes Element (2) and Ves Element (2).

BLUE GALF (2) (GALF)

HP	WEIGHT	EXP	GALD	LEVEL
17,754	Heavy	179	441	49
ATK	**DEF**	**INT**	**ACC**	**EVA**
927	114	215	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	147

LOCATION(S):
Arena: Party: Beginner

NOTES:
Appears with Phynx (2).

MEGANT (2) (MEGANT)

HP	WEIGHT	EXP	GALD	LEVEL
24,309	Special	219	450	50
ATK	**DEF**	**INT**	**ACC**	**EVA**
1017	104	171	43	123

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	150

LOCATION(S):
Arena: Party: Beginner

NOTES:
Appears with Gelures Shield (2), Gelures Sword (2).

KES ELEMENT (2) (ELEMENT)

HP	WEIGHT	EXP	GALD	LEVEL
21,633	Feather	222	531	59
ATK	**DEF**	**INT**	**ACC**	**EVA**
842	153	420	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	177

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Appears with two Burning Eryngi (2) and one Ves Element (2).

PHYNX (2) (PHYNX)

HP	WEIGHT	EXP	GALD	LEVEL
17,754	Middle	193	441	49
ATK	**DEF**	**INT**	**ACC**	**EVA**
785	128	240	33	113

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	147

LOCATION(S):
Arena: Party: Beginner

NOTES:
Appears with Blue Galf (2).

HOPPER (2) (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
17,562	Light	214	522	58
ATK	**DEF**	**INT**	**ACC**	**EVA**
788	137	221	36	116

NORMAL ITEM	RARE ITEM	ERES STONES
Bread (10)	Bread (1.25)	174

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Two of these appear with two Hopperfly (2).

VES ELEMENT (2) (ELEMENT)

HP	WEIGHT	EXP	GALD	LEVEL
21,633	Feather	222	531	59
ATK	**DEF**	**INT**	**ACC**	**EVA**
842	153	420	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Holy Bottle (10)	Holy Bottle (1.25)	177

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Appears with two Burning Eryngi (2) and one Kes Element (2).

ELECTRIC ANGLER (2) (HALL ANGLER)

HP	WEIGHT	EXP	GALD	LEVEL
38,508	Special	288	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
1197	149	257	37	127

NORMAL ITEM	RARE ITEM	ERES STONES
Shell Bottle (10)	Shell Bottle (1.25)	180

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Appears with three Peepit Chick (2).

PARADISE PEEPIT X (2)

HP	WEIGHT	EXP	GALD	LEVEL
42,548	Middle	293	293	68
ATK	**DEF**	**INT**	**ACC**	**EVA**
1055	177	318	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Chicken (20)	Panacea Bottle (2.5)	204

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Lightning Bear (2), Mandrake (2).

HARD-HEADED HOPPER (2) (HOPPER)

HP	WEIGHT	EXP	GALD	LEVEL
30,500	Light	279	630	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
935	164	260	41	121

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Cheese (2.5)	210

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Lion Gaet (2).

PEEPIT CHICK (2) (PEEPIT)

HP	WEIGHT	EXP	GALD	LEVEL
16,989	Feather	211	540	60
ATK	**DEF**	**INT**	**ACC**	**EVA**
770	141	257	37	117

NORMAL ITEM	RARE ITEM	ERES STONES
Egg (30)	Egg (3.75)	180

LOCATION(S):
Arena: Party: Intermediate

NOTES:
Three of these appear with one Electric Angler (2).

CHARM ERE (2) (ERE)

HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Cheese (20)	Panacea Bottle (2.5)	207

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Ice Ere (2), Plain Ere (2).

LION GAET (2) (GRAND GAET)

HP	WEIGHT	EXP	GALD	LEVEL
64,589	Special	390	630	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
1377	164	358	41	121

NORMAL ITEM	RARE ITEM	ERES STONES
Apple Gel (20)	Lemon Gel (2.5)	210

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Hard-Headed Hopper (2).

LIGHTNING BEAR (2) (EGG BEAR)

HP	WEIGHT	EXP	GALD	LEVEL
42,548	Massive	296	612	68
ATK	**DEF**	**INT**	**ACC**	**EVA**
1245	177	190	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Butter (2.5)	204

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Mandrake (2), Paradise Peepit X (2).

ICE ERE (2) (ERE)

HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Tomato (10)	Tomato (1.25)	207

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Charm Ere (2), Plain Ere (2)

CURTIS (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
75,687	Middle	291	4900	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
1384	305	250	61	181

NORMAL ITEM	RARE ITEM	ERES STONES
Charm Bottle (30)	Charm Bottle (3.75)	—

LOCATION(S):
Arena: Party: Special

NOTES:
Appears with Isabella.

MANDRAKE (2) (MANDRAKE)

HP	WEIGHT	EXP	GALD	LEVEL
32,729	Heavy	288	612	68
ATK	**DEF**	**INT**	**ACC**	**EVA**
767	177	349	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Carrot (10)	Orange Gel (1.25)	204

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Lightning Bear (2), Paradise Peepit X (2).

PLAIN ERE (2) (ERE)

HP	WEIGHT	EXP	GALD	LEVEL
23,988	Light	279	621	69
ATK	**DEF**	**INT**	**ACC**	**EVA**
728	144	546	40	120

NORMAL ITEM	RARE ITEM	ERES STONES
Butter (20)	Panacea Bottle (2.5)	207

LOCATION(S):
Arena: Party: Advanced

NOTES:
Appears with Charm Ere (2), Ice Ere (2).

ISABELLA (HUMAN)

HP	WEIGHT	EXP	GALD	LEVEL
60,765	Middle	291	4900	70
ATK	**DEF**	**INT**	**ACC**	**EVA**
1042	305	250	70	181

NORMAL ITEM	RARE ITEM	ERES STONES
Miracle Bottle (30)	Miracle Bottle (3.75)	—

LOCATION(S):
Arena: Party: Special

NOTES:
Appears with Curtis.

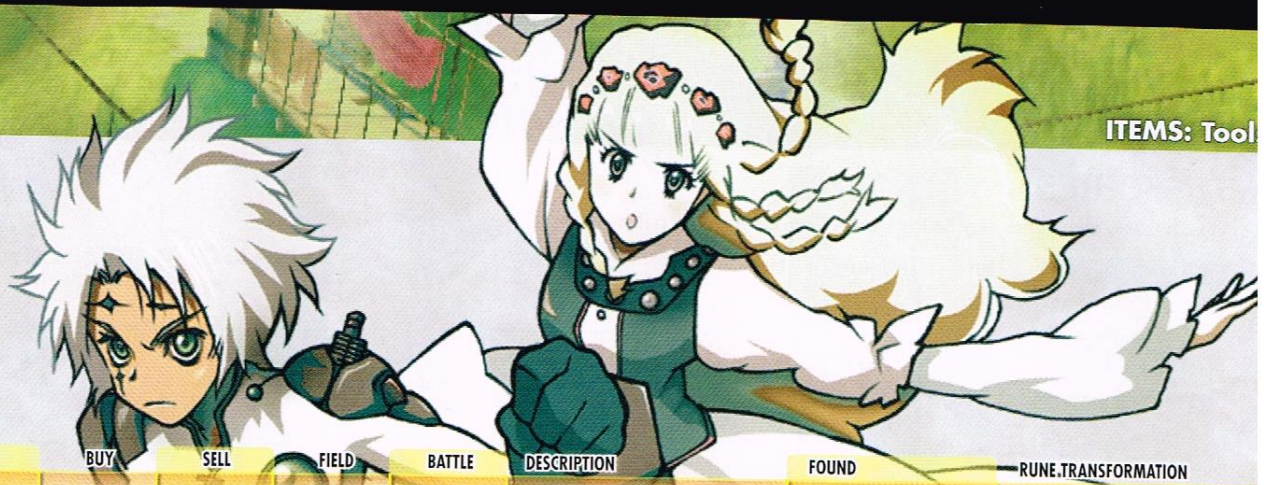
Items

There is a very large variety of items, weapons, foods and the like to be found over the course of the game. Here you find a listing of what you may find, and what it can do for you. Many of the table entries are self-explanatory. The "found" entry lists in short where an item can be found—in a shop, customized, from a monster, or from a chest, in that order. Remember that some items that can be bought may also be found from enemies or in chests, some monster drops may also be located in chests, and so on. Items listed as "other" may only be found in special circumstances, such as through completion of a side quest.

TOOLS

Tools are often items used in the field or in combat for certain effects, although some have other uses such as being components for customization. The "Field" entry tells you whether or not an item has a use in the field, while "Battle" does the same for whether the tool can be used in combat. Some tools can be transformed into other tools using a Rune Bottle. In this case, the "Rune Transformation" entry tells you what the new item will be.

ITEM NAME	BUY	SELL	FIELD	BATTLE	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Apple Gel	100	50	Y	Y	Restores 30% of Max HP.	Shop	Orange Gel
Orange Gel	200	100	Y	Y	Restores 30% of Max TP.	Shop	Apple Gel
Lemon Gel	1000	500	Y	Y	Restores 60% of Max HP.	Shop	Pineapple Gel
Pineapple Gel	1200	600	Y	Y	Restores 60% of Max TP.	Shop	Lemon Gel
Melange Gel	500	250	Y	Y	Restores 30% of Max HP and TP.	Shop	Scallop Gel
Scallop Gel	600	300	Y	Y	Restores 20% of Max HP and 40% of Max TP.	Shop	Melange Gel
Miracle Gel	3000	1500	Y	Y	Restores 60% of Max HP and TP.	Shop	—
Life Bottle	300	150	Y	Y	Revived with 20% of Max HP and 15% of Max TP.	Shop	—
Panacea Bottle	150	75	Y	Y	Cures all Status Effects.	Shop	—
Elixir	—	6000	Y	Y	Restores all HP and TP. Also cures Physical Ailments and revives KO'd party members.	Monster	—
Flare Bottle	1000	500	N	Y	Temporarily increases Attack.	Shop	Dinei Bottle
Syrup Bottle	1000	500	N	Y	Temporarily protects against Physical Ailments. Lowers ATK and INT.	Shop	Shell Bottle
Shell Bottle	1000	500	N	Y	Temporarily protects against Magical Ailments. Lowers ATK and INT.	Shop	Syrup Bottle
Dinei Bottle	1000	500	N	Y	Temporarily increases Intelligence.	Shop	Flare Bottle
Acuity Bottle	1000	500	N	Y	Temporarily increases Accuracy.	Shop	Guard Bottle
Guard Bottle	1000	500	N	Y	Temporarily increases Defense.	Shop	Acuity Bottle
Climax Bottle	—	1500	N	Y	Increases Climax Gauge.	Monster	—
Charm Bottle	—	1	Y	N	Discounts prices 30% when used before buying. Using more than one will not change effect.	Monster	—
Miracle Bottle	—	1	Y	N	Discounts prices 50% when used before buying. Using more than one will not change effect.	Monster	—
Holy Bottle	200	100	Y	N	Clads the body in an aura of white and decreases enemy encounter rate.	Shop	Dark Bottle
Dark Bottle	200	100	Y	N	Clads the body in an aura of black and increases enemy encounter rate.	Shop	Holy Bottle
Rune Bottle	3000	1500	Y	N	A potion that transforms one item into another.	Shop	—
Magic Lens	10	5	N	Y	Analyze enemy information.	Shop	—
All-Divide	—	1	N	Y	Reduces all damage inflicted on allies and enemies during battle by 50%.	Monster	—
Sage	—	1	Y	N	Increases Max HP by 5%	Chest	Savory



ITEM NAME	BUY	SELL	FIELD	BATTLE	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Savory	—	1	Y	N	Increases Max TP by 5%	Chest	Sage
Lavender	—	1	Y	N	ATK +1	Monster	Verbena
Verbena	—	1	Y	N	DEF +1	Chest	Lavender
Rosemary	—	1	Y	N	ACC +1	Chest	Saffron
Saffron	—	1	Y	N	EVA +1	Chest	Rosemary
Red Sage	—	1	Y	N	Increases Max HP by 10%.	Monster	Red Savory
Red Savory	—	1	Y	N	Increases Max TP by 10%.	Monster	Red Sage
Red Lavender	—	1	Y	N	ATK +2	Monster	Red Verbena
Red Verbena	—	1	Y	N	DEF +2	Chest	Red Lavender
Red Rosemary	—	1	Y	N	ACC +2	Chest	Red Saffron
Red Saffron	—	1	Y	N	EVA +2	Chest	Red Rosemary
Red Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Blue Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Purple Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Yellow Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Water Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Black Ores	—	1	N	N	A rare tool used in customization. Seems to be related to attributes.	Monster	—
Abes Wood	—	1000	N	N	Highest quality aloe. Very rare. A tool used in customization.	Monster	—
Textile	—	1000	N	N	A bolt of cloth. A tool used in customization.	Chest	—
Unicorn's Horn	1500	750	N	N	It is said to have great healig powers. A tool used in customization.	Shop	—
Lure	—	1000	N	N	Artificial bait used in fishing. A tool used in customization.	Monster	—
Aifread's Flag	—	1000	N	N	The flag bears the mark of a legendary pirate. A tool used in customization.	Chest	—
Clear Shell	—	1000	N	N	The transparent shell of a scallop. A tool used in customization.	Chest	—

ACCESSORIES

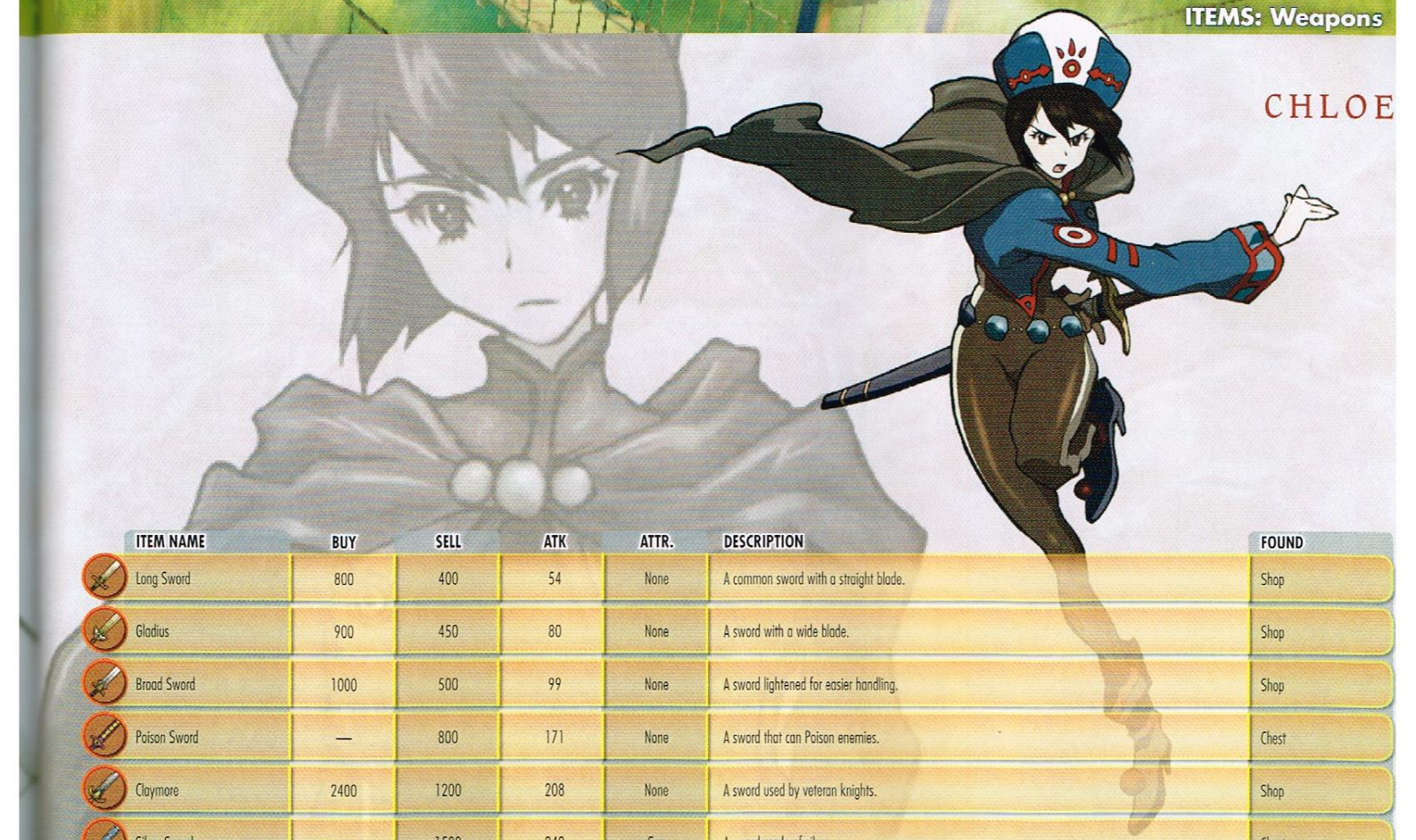
As with tools, some accessories may be transformed into others using a Rune Bottle.

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Talisman	8000	4000	A protective charm that increases Defense. DEF +5%	Shop	—
Heal Bracelet	10,000	5000	Restores 10% Max HP per enemy defeated.	Shop	Spirit Bangle
Spirit Bangle	10,000	5000	Restores 5% Max TP per enemy defeated.	Shop	Heal Bracelet
Blue Talisman	—	1	A protective charm that increases Defense. DEF +10%	Chest	Warrior Crest
Stun Bracelet	4000	2000	A bracelet that reduces the duration of Stun by 50%.	Shop	—
Stun Charm	4000	2000	A charm that protects against Stun.	Shop	—
Poison Charm	4000	2000	A charm that protects against Poison.	Shop	—
Paralysis Charm	4000	2000	A charm that protects against Paralysis.	Shop	—
Fire Charm	4000	2000	A charm that protects against Burning.	Shop	—
Freeze Charm	4000	2000	A charm that protects against Freezing.	Shop	—
Stone Charm	4000	2000	A charm that protects against Petrify.	Shop	—
Restraint Charm	4000	2000	A charm that protects against Bind.	Shop	—
Seal Charm	4000	2000	A charm that protects against Sealed Eres.	Shop	—
Panic Charm	4000	2000	A charm that protects against Panic.	Shop	—
Doom Charm	4000	2000	A charm that protects against Instant Death.	Shop	—
FOE1 Charm	—	999	A charm that protects against Yellow Fields of Effect.	Monster	—
FOE2 Charm	—	999	A charm that protects against Red Fields of Effect.	Monster	—
FOE3 Charm	—	999	A charm that protects against Black Fields of Effect.	Monster	—
Emerald Ring	—	10,000	A ring that reduces TP consumption by 1/3.	Monster	—
Faerie Ring	—	30,000	A ring that reduces TP consumption by 50%.	Monster	—
Protect Ring	—	8000	A ring that reduces physical damage by 10%.	Monster Resist Ring	
Force Ring	—	20,000	A ring that reduces physical damage by 20%.	Monster	Reflect Ring
Resist Ring	—	8000	A ring that reduces elemental damage by 10%.	Monster	Protect Ring
Reflect Ring	—	20,000	A ring that reduces elemental damage by 20%.	Chest	Force Ring
Holy Ring	—	8000	Periodically restores a small amount of HP.	Chest	Spirit Ring
Spirit Ring	—	8000	Periodically restores a small amount of TP.	Chest	Holy Ring
Revive Ring	—	8000	Possible automatic recovery from KO during battle. Cannot be equipped during battle.	Chest	—
Technical Ring	—	1	A ring that increases Intelligence. INT +20	Chest	—
Warrior Crest	—	10,000	A symbol that increases Attack. ATK +10%	Chest	Blue Talisman

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND	RUNE TRANSFORMATION
Rabbit's Foot	2000	1000	A symbol that increases Luck. LCK +30	Shop	—
Holy Symbol	—	10,000	Periodically restores medium amount of HP.	Chest	Spirit Symbol
Spirit Symbol	—	10,000	Periodically restores medium amount of TP.	Chest	Holy Symbol
Dark Seal	—	10,000	EXP +50%. ATK, DEF & ACC -50%. No effect if KO'd or Petrified. Cannot be equipped during battle.	Chest	—
Demon's Seal	—	60,000	EXP +100%. ATK, DEF & ACC -75%. No effect if KO'd or Petrified. Cannot be equipped during battle.	Custom	—
Extreme Symbol	—	60,000	Increases ATK & ACC, but decreases DEF & EVA. A symbol of trade-offs.	Other	—
Mystic Symbol	—	1	Increases CST. Equipping 2 of these will not change the effect.	Chest	Attack Symbol
Krona Symbol	—	1	Protects against all Physical Ailments. Does not protect against Magical Ailments.	Chest	—
Attack Symbol	—	5000	Increases critical attack rate by 10%.	Chest	Mystic Symbol
Cape	100	50	A generic cape made of cloth. DEF +1	Shop	—
Leather Cape	400	200	A cape made of leather. DEF +3	Shop	—
Thief's Cape	3000	1500	A black cape often used by thieves. DEF +5, EVA +5	Shop	—
Elven Cape	—	3000	A beautiful green cape. DEF +10, EVA +10	Chest	—
Flare Cape	—	4000	A cape with a symbol of fire. Fire Defensive Attribute +30	Monster	Freeze Cape
Freeze Cape	—	4000	A cape with a symbol of ice. Ice Defensive Attribute +30	Monster	Flare Cape
Thunder Cape	—	4000	A cape with a symbol of thunder. Lightning Defensive Attribute +30	Monster	Earth Cape
Earth Cape	—	4000	A cape with a symbol of earth. Earth Defensive Attribute +30	Monster	Thunder Cape
Aqua Cape	—	4000	A cape with a symbol of the sea. Sea Defensive Attribute +30	Chest	Rune Cape
Rune Cape	—	4000	A cape with a symbol of a curse. Earth Defensive Attribute +30	Monster	Aqua Cape
Leather Boots	600	300	Boots made of leather. EVA +10	Shop	—
Elven Boots	—	3000	Boots that increase Evasion. EVA +40	Monster	—
Jet Boots	—	1	Boots that gently increase battle movement speed.	Other	Magic Mist
Persian Boots	—	1	A cute pair of boots in the shape of a cat's paws. Reduces all damage taken by half.	Chest	—
Rebirth Doll	—	1	A mysterious doll that revives its KO'd wearer. Cannot be equipped during battle.	Chest	—
Sephira	—	1	A mysterious doll that raises earned Gald by 50%. Cannot be equipped during battle.	Monster	—
Blue Sephira	—	1	A mysterious doll that raises earned Gald by 100%. Cannot be equipped during battle.	Chest	—
Black Onyx	25,000	12,500	A mysterious jewel that increases Max HP by 30%.	Shop	—
Moon Crystal	25,000	12,500	A mysterious jewel that increases Max TP by 30%.	Shop	—
Magic Mist	—	1	A crystal ball that holds a mysterious smoke. Increases escape speed.	Chest	Jet Boots
Turquoise	—	1	Ring that brings the wearer luck. LCK +50	Chest	—

WEAPONS
SENEL

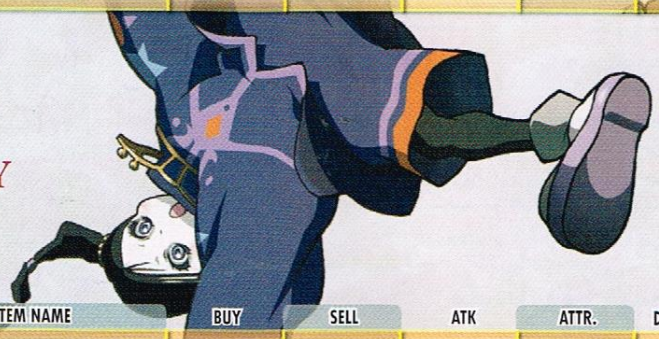
ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Iron Bracers	600	300	37	None	Bracers made of iron.	Shop
Power Bracers	700	350	41	None	Bracers painstakingly crafted from leather.	Shop
Poison Bracers	—	500	71	None	Bracers that are able to Poison the enemy.	Monster
Fire Bolt	850	425	89	Fire	Bracers with the power of Fire.	Shop
Scallop Gear	1300	650	132	None	Bracers made from sturdy scallop shells.	Shop
Heavy Hands	1500	750	173	None	Bracers that give a workout just by wearing them.	Shop
Holy Bracers	3000	1500	212	None	Bracers imbued with the power to heal. Periodically restores small amount of HP.	Shop
Hunter's Beat	—	2000	247	None	Bracers modeled after beasts, for better hunting. Causes additional damage to Egg Bears and Egg Bear Cubs.	Shop
Mythril Bracers	5000	2500	315	None	Bracers made of extremely strong mythril.	Shop
Homing Beats	—	2800	357	None	Bracers that somehow draw fists into the enemy. ACC +15	Chest
Dynamic Arts	1200	6000	507	Sea	Finely detailed bracers made by a master.	Shop
Lei	0	1	212	None	Bracers of cute flowers that bring the wearer luck. LCK +50	Monster
Bi-metal	10,000	5000	441	None	Bracers made of two different metals.	Shop
Ghost Shell	1000	1	536	Curse	Bracers imbued with an evil curse.	Custom
Aqua Shell	—	1	536	Sea	Bracers with the power of Nerifes.	Custom
Speed Bracers	—	1	253	None	Bracers that increase agility. EVA +30	Chest
Diamond Shell	—	1	595	None	Bracers embedded with diamonds. Restores 5% Max TP per enemy defeated.	Custom
High Speed Bracers	—	1	638	None	Bracers that draw out the wearer's agility. EVA +50	Custom
Breaker	—	5000	744	None	Bracers created during ancient times. Restores 10% Max HP per enemy defeated.	Chest
Kaiser Gears	—	1	893	None	Bracers made with current and ancient technology. Causes additional damage to Schwartz.	Custom
Heaven's Claw	—	1	673	Sea	Leads opponents to the heavenly gates. Restores 5% Max TP per enemy defeated.	Chest



ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Long Sword	800	400	54	None	A common sword with a straight blade.	Shop
Gladius	900	450	80	None	A sword with a wide blade.	Shop
Broad Sword	1000	500	99	None	A sword lightened for easier handling.	Shop
Poison Sword	—	800	171	None	A sword that can Poison enemies.	Chest
Claymore	2400	1200	208	None	A sword used by veteran knights.	Shop
Silver Sword	—	1500	249	Sea	A sword made of silver.	Chest
Ether Sword	4400	2200	326	None	A rare sword with a blade of light.	Shop
Dragon Tooth	—	1800	348	None	A sword made from a dragon's tooth. Causes additional damage to Dragons.	Chest
Excalibur	—	3500	483	None	A legendary sword existing from ancient times.	Chest
Mini-Gelures Sword	—	2000	360	None	A small Gelures Sword that humans can use.	Monster
Baseball Bat	—	1	360	None	Crafted to knock the ball out of the park. ACC +50	Monster
Grim Sword	9000	4500	500	None	A sword with a keen edge.	Shop
Angel's Tear	12,000	6000	534	None	The sword's trace looks like an angel's tear.	Shop
Last Fencer	15,000	7500	588	None	A sword designed for piercing. Causes additional damage to humanoids.	Shop
Flamberge	1500	1	558	Fire	A sword that looks like a blazing flame.	Custom
Ice Coffin	—	1	569	Ice	A beautiful sword made from ice crystals.	Custom
Laser Blade	—	1	586	Sea	A sword of light forged with ancient technology.	Custom
Megant Killer	—	1	596	None	A sword forged to kill Megant. Causes additional damage to Megants.	Custom
Paper Fan	—	20,000	669	None	Makes your friends laugh and your enemies cry. Restores 5% Max TP per enemy defeated.	Monster
Destroyer	—	15,000	731	None	A symbol of destruction that chooses its wielder. Causes additional damage to Mini-Automata.	Chest
Eternal Sword	—	1	879	None	A sword that is said to transcend time.	Custom

MOSES

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Spear	1200	600	144	None	Created for throwing.	Shop
War Javelin	1900	600	193	None	A spear improved to gouge deep into the enemy.	Shop
Silver Javelin	—	1200	237	Sea	A spear made of silver.	Chest
Holy Javelin	3200	1600	299	None	A spear with sacred powers. Periodically restores small amount of HP.	Shop
Mythril Spear	—	1800	356	None	A spear made of mythril.	Chest
Longinus	—	3000	467	None	A spear with destructive powers. Restores 5% Max HP per enemy defeated.	Chest
Gae Bolg	9000	4500	483	None	A spear that flies true to its mark. ACC +20	Shop
Thunder Javelin	—	1	507	Lightning	A spear modeled after lightning.	Custom
Peepit Spear	—	1	547	None	A spear for hunting Peepits. Causes additional damage to Peepits and Peepit Chicks.	Custom
Earth Javelin	—	1	592	Earth	Drilling is life. Drilling is a dream. Real men drill.	Custom
Gungnir	—	1	793	None	A spear with mysterious powers. Restores 10% Max HP per enemy defeated.	Chest

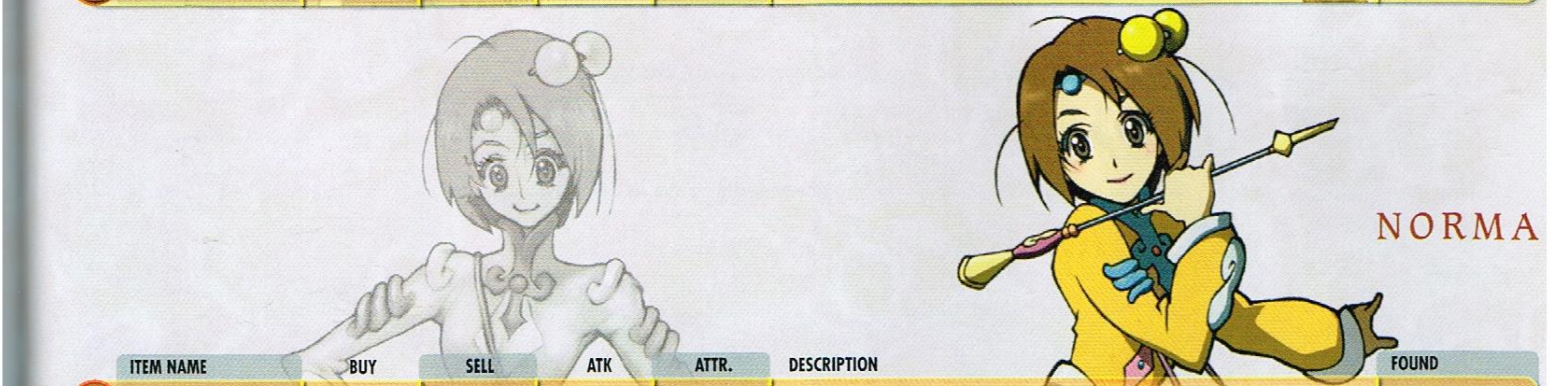


JAY

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Knife	3000	1500	246	None	An easily concealed blade used for self-defense.	Shop
Kochi	4000	2000	309	None	A light, easy to use ninja sword.	Shop
Chizakura	—	3000	427	Curse	A ninja sword dyed with cherry blossoms.	Chest
Gyoten	—	3000	427	Sea	A ninja sword with the light of dawn.	Chest
Ogre Sword	—	8000	505	None	A knife crafted and polished to its very best. ACC +10	Chest
Fuji	9000	4500	499	Earth	A straight, double-edged ninja sword.	Shop
Shiden	—	1	491	Lightning	A ninja sword that cuts as sharp as lightning.	Custom
Shinonome	—	1	566	None	A ninja sword that shines like a mirror. Restores 5% Max TP per enemy defeated.	Custom
Kageboshi	—	1	602	None	A ninja sword with a curved blade. EVA +50	Custom
Kusanagi Blade	—	6000	652	Sea	A sword imbued with mysterious powers. ACC +20	Monster
Hotate	—	1	807	None	A knife with a guard in a shape of a scallop. Restores 10% Max TP per enemy defeated.	Custom

WILL

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Hammer	600	300	37	None	A common hammer.	Shop
War Hammer	1000	500	80	None	A hammer remodeled for combat.	Shop
Oresoren Hammer	1200	600	117	None	A hammer skillfully crafted by the Oresoren.	Shop
Pile Driver	2000	1000	188	None	A destructive hammer that is easy to wield.	Shop
Mythril Hammer	—	1500	359	None	A hammer made of mythril. Lighter than it looks.	Shop
765kg Hammer	—	765	454	None	A hammer engraved with the number 765.	Chest
Express	9000	4500	451	None	A hammer that is able to crush anything.	Shop
Pow Hammer	—	1	180	None	A child's toy that makes a cute sound. ACC +20	Custom
Deck Brush	—	1	524	None	A brush used for cleaning. Actually quite powerful. EVA +50	Custom
Mjolnir	—	1	740	None	An exquisite hammer. Very easy to wield. ACC +50	Chest



NORMA

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Straw	800	400	50	None	A sturdy straw.	Shop
Love Straw	1200	600	82	None	A lovely straw adorned with a heart and ribbon.	Shop
Silver Straw	1800	900	172	Sea	A straw made of silver.	Shop
Peepit Straw	3000	1500	254	None	A straw that looks like a Peepit.	Shop
Strike Straw	6000	3000	363	None	A straw that always hits the target. ACC +10	Shop
Mythril Straw	8000	4000	413	None	An unbreakable straw made of mythril.	Shop
Love Love Straw	—	4000	447	None	A straw with countless hearts, brimming with love. LCK +15	Chest
Marbled Straw	—	1	490	None	A straw with very cute stripes. Periodically restores small amount of TP.	Custom
Scope Straw	—	1	515	None	A straw equipped with a scope. ACC +50	Custom
Gold Straw	—	1	673	None	A straw of gold crafted to the highest quality.	Chest

GRUNE

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Pterux	—	2500	289	None	A heavy vase with a certain presence about it.	Chest
Dory	8000	4000	357	None	A vase with strange cloud like designs.	Shop
Bomba	—	1	410	Fire	A vase with a head of a lion.	Chest
Spyra	—	1	468	Ice	A well-designed carate.	Custom
Diktyon	—	1	502	Curse	A grim vase, cold and hard.	Custom
Temnein	—	1	517	Sea	A rare vase with a very intricate design.	

SHIRLEY

ITEM NAME	BUY	SELL	ATK	ATTR.	DESCRIPTION	FOUND
Quill	7000	3500	410	None	A pen made from a bird's feather.	Shop
Chalk	—	4000	448	None	The perfect instrument for kids' doodles.	Chest
Brush	—	1	483	None	Remember, a bad artist blames the brush.	Custom
High Grade Pen	—	1	541	None	A pen designed for ease of use. ACC +50	Custom
Angelic Quill	—	1	601	Sea	A teriques design crafted from Grune's feather.	Custom

BODY ARMOR

As armor is fairly specialized for certain types of users, each piece of body armor can be worn only by some characters. Check under a character's name to see if that character can or cannot wear a specific piece of armor.

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Soft Leather	480	240	6	Y	N	Y	N	Y	N	N	N	Light leather armor that is easy to move in.	Shop
Hard Leather	500	250	8	Y	N	Y	N	Y	N	N	N	Armor made with layers of durable leather.	Shop
Chain Mail	600	300	10	Y	N	Y	N	Y	N	N	N	Sturdy armor made by joining metal links.	Shop
Ring Mail	800	400	13	Y	N	Y	N	Y	N	N	N	Armor with metal links woven into leather.	Shop
Lamellar Leather	1200	600	18	Y	N	Y	N	Y	N	N	N	Armor painstakingly crafted by a master.	Shop
Turtle Mail	—	800	20	Y	N	Y	N	Y	N	N	N	Armor made from turtle shells.	Chest
Gaet Armor	—	900	22	Y	N	N	N	N	N	N	N	Armor imbued with tremendous power.	Monster
Silver Mail	2000	1000	24	Y	N	N	N	Y	N	N	N	Armor made of silver.	Shop

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Dragon Mail	—	1200	28	Y	N	N	N	Y	N	N	N	Armor made from Dragon scales.	Monster
Mythril Armor	3000	1500	32	Y	N	Y	N	Y	N	N	N	Armor made from mythril.	Shop
Rune Mail	4400	2200	41	Y	N	Y	N	Y	N	N	N	Armor engraved with ancient words non can read. INT +5	Shop
Prereflex	5000	2500	50	Y	N	Y	N	Y	N	N	N	Armor protected by mysterious powers. Reduces physical damage by 10%.	Shop
Rare Plate	8000	4000	53	Y	N	Y	N	Y	N	N	N	A master put his heart and soul into every detail.	Shop
Emperor's New Clothes	—	1	0	N	N	N	N	Y	N	N	N	Invisible armor that shows off everything. Absorbs all elemental damage.	Other
Reflex	—	1	58	Y	N	Y	N	Y	N	N	N	Armor protected by mystical powers. Reduces physcial damage by 30%.	Custom
Star Mail	—	1	62	Y	N	Y	N	Y	N	N	N	An armor filled with the light of a star. Periodically restores a small amount of TP.	Custom
Body Paint	—	1	84	N	N	N	N	Y	N	N	N	Ink and brush create patterns of protection. Periodically restores a medium amount of HP.	Custom
Golden Armor	—	1	92	N	N	Y	N	N	N	N	N	An armor made of shining gold. INT +20	Chest
Mumbane	—	1	88	Y	N	N	N	N	N	N	N	An armor with great powers of protection. Provides +30 to all Defensive Attributes.	Other
Cloak	800	400	12	N	N	N	Y	N	N	Y	Y	A cloak made of durable cloth.	Shop
Amber Cloak	1000	500	15	N	N	N	Y	N	N	Y	Y	An ornamental cloak.	Shop
Peepit Cloak	1200	600	17	N	N	N	Y	N	N	Y	Y	A cloak made from Peepit feathers.	Shop
Galf Cloak	2000	1000	23	N	N	N	Y	N	N	Y	Y	A cloak made from Galf fur.	Shop
Bunny Dress	3000	1500	30	N	N	N	Y	N	N	Y	Y	A dress with a bunny tail on it.	Shop
Cocktail Dress	4000	2000	33	N	N	N	N	N	N	Y	Y	A stunning dress leaving little to the imagination.	Shop
Witch's Dress	4000	2000	33	N	N	N	Y	N	N	Y	Y	Clothing used by withces in training.	Shop
Holy Cloak	—	2000	39	N	N	N	Y	N	N	Y	Y	A cloak blessed with sacred powers. Periodically restores small amount of HP.	Chest
Middy Blouse	—	1	51	N	N	N	Y	N	N	N	Y	A uniform for schools on the mainland. EVA +15	Monster
Warlock Garb	6000	3000	44	N	N	N	Y	N	N	Y	Y	Clothing that increases the power of crystal eres. INT +10	Shop
Happi	—	3000	48	Y	Y	Y	Y	Y	Y	Y	Y	A jacket worn during local celebrations. Increases rate of Critical Hits.	Chest
Star Cloak	—	1	50	N	N	N	Y	N	N	N	Y	A mysterious cloak filled with the light of a star. Periodically restores a small amount of TP.	Custom
Heavenly Garb	—	1	68	N	N	N	Y	N	N	N	N	Clothes modeled after an angel. INT +20	Custom
Shaman Dress	—	1	68	N	N	N	N	N	N	N	Y	Robes only worn by a high-ranking priestess. Provides +50 to Sea DefensiveAttribute.	Chest
Aurora	—	1	72	N	N	N	N	N	N	Y	N	Brilliant clothes protected by a heavenly power. Provides +40 to all Defensive Attributes.	Custom
Robe	200	100	7	N	N	N	Y	N	N	N	N	A robe made of thick cloth.	Shop
Misty Robe	800	400	10	N	Y	N	N	N	Y	N	N	A soft, light robe made of the finest silk. EVA +20	Shop
Bloody Robe	940	470	12	N	Y	N	N	N	Y	N	N	Thin, yet sturdy outerwear.	Shop
Battle Robe	1100	550	15	N	Y	N	N	N	N	N	N	A robe with thin iron plates sewn in.	Shop

continues

Body Armor continued

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Scale Robe	1800	900	24	N	Y	N	N	N	Y	N	N	A robe that is very easy to move in.	Shop
Silk Robe	3000	1500	32	N	Y	N	N	N	Y	N	N	A robe that increases the power of crystal eres. INT +5	Shop
Holy Robe	—	2000	39	N	Y	N	N	N	Y	N	N	A robe blessed with sacred powers. Periodically restores a small amount of HP.	Chest
Rune Robe	6000	3000	44	N	Y	N	N	N	Y	N	N	A robe woven with ancient words none can read. INT +10	Shop
Bear Suit	—	1	5	N	Y	N	N	N	Y	N	N	A suit made to look like a Bear. Movement duirng battle reduced.	Chest
Spirit Robe	—	1	50	N	Y	N	N	N	Y	N	N	A robe protected by mystical powers. INT +20	Custom
Moon Robe	—	1	51	N	Y	N	N	N	Y	N	N	A robe filled with the power of the moon. Periodically restores a small amount of TP.	Custom
Stole	—	1	55	N	Y	N	N	N	Y	N	N	Rectangular cloth worn across the body. Increases Sea Defensive Attribute by 20.	Custom
Amelia's Love	—	1	69	N	Y	N	N	N	N	N	N	A robe with the power of the Legacy's blossom. LCK +50	Custom
Capoeiracco Robe	—	1	78	N	N	N	N	N	Y	N	N	A robe said to have been worn by Capoeiracco. EVA +50	Chest

HEAD ARMOR

Like the body armor, head armor can be worn only by certain characters. Check under each character name to see if he or she can or cannot wear the specific item.

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Leather Helm	140	70	3	Y	N	Y	N	Y	N	N	N	Helmet made of leather.	Shop
Iron Helm	220	110	5	Y	N	Y	N	Y	N	N	N	Helmet made of iron.	Shop
Armet Helm	300	150	6	Y	N	N	N	Y	N	N	N	An iron helmet that covers the face and head.	Shop
Cross Helm	350	175	7	Y	N	N	N	Y	N	N	N	A refined Armet Helm with improved protection.	Shop
Duel Helm	800	400	11	Y	N	Y	N	Y	N	N	N	A helmet given to legendary fighters.	Shop
Mythril Helm	1600	800	18	Y	N	Y	N	Y	N	N	N	A helmet made of mythril.	Shop
Rare Helm	2000	1000	22	Y	N	Y	N	Y	N	N	N	A masterpiece created with blood, sweat and tears.	Shop
Star Helm	4000	2000	26	Y	N	N	N	Y	N	N	N	A light helmet with the power of the stars. ACC +5	Shop
Golden Helm	—	3000	33	Y	N	Y	N	Y	N	N	N	A gaudy helmet made of gold. EVA +20	Chest
Skeleton Mask	—	1	37	N	N	Y	N	N	N	N	N	A mask that hides who one truly is. LCK -10	Custom
Beret	150	75	3	N	N	Y	Y	N	N	Y	Y	A fashionable hat.	Shop
Straw Hat	240	120	5	N	Y	Y	N	N	Y	N	N	A hat made of straw. Great for a day at the beach.	Shop
Night Cap	320	160	6	Y	Y	Y	Y	Y	Y	Y	Y	A cap worn when going to sleep. EVA +5	Shop
Bunny Ears	1000	500	13	N	N	N	Y	N	N	Y	Y	They're just so darn cute.	Shop
Witch's Hat	1300	650	15	N	N	Y	Y	N	Y	Y	Y	A hat for witches in training.	Shop
Rune Beret	—	800	15	N	Y	N	N	N	Y	N	N	A mysterious hat that enhances one's crystal eres. INT +5	Chest

ITEM NAME	BUY	SELL	DEF	SENEL	WILL	CHLOE	NORMA	MOSES	JAY	GRUNE	SHIRLEY	DESCRIPTION	FOUND
Silk Hat	1300	650	15	N	Y	N	N	N	Y	N	N	A necessity for any gentleman.	Shop
Eryngi Hat	1700	850	18	N	N	Y	Y	N	N	Y	Y	Looks like a mushroom. Slightly embarrassing. Curse Defensive Attribute +20	Shop
Headband	4000	2000	21	Y	Y	N	N	Y	Y	N	N	Wearing it makes you feel ready for battle. ACC +5	Shop
Aifread's Hat	—	8000	27	Y	Y	Y	N	Y	Y	N	N	The hat of the legendary pirate, Aifread. INT +15, EVA +15	Chest
Kitty Cap	—	765	20	N	Y	N	Y	N	N	Y	Y	The cat ears move to different emotions. All Defensive Attributes +20	Chest
Bear Head	—	1	20	N	Y	N	N	N	Y	N	N	A mask made to look like a Bear. ACC -10	Monster
Ninja Mask	—	1	33	N	N	N	N	N	Y	N	N	Used by experienced ninjas. ACC +5	Chest
Graduation Hat	—	1	24	N	Y	N	N	N	N	N	N	The symbol of intelligence. INT +20	Custom
Baker's Hat	—	1	27	N	N	N	N	N	N	N	Y	Beloved hat of Wonder Bakers. A symbol of quality. Periodically restores a small amount of TP.	Chest
Circlet	240	120	5	N	N	N	Y	N	N	Y	Y	A common accessory. INT +1	Shop
Pompom Hair Tie	320	160	6	N	N	N	Y	N	Y	Y	Y	Tie it in your hair to look ever so adorable.	Shop
Mythril Circlet	—	200	7	N	N	N	Y	N	N	Y	Y	A circlet made of mythril. INT +5	Chest
Ribbon	400	200	7	N	N	N	Y	N	N	Y	Y	A cute red ribbon.	Shop
Holy Circlet	—	300	9	N	N	N	Y	N	N	Y	Y	Engraved holy words fill it with strange powers. Periodically restores a small amount of HP.	Chest
Blue Ribbon	440	220	8	N	N	N	Y	N	N	Y	Y	A beautiful blue ribbon.	Shop
Striped Ribbon	700	350	11	N	N	N	Y	N	N	Y	Y	A ribbon with stripes.	Shop
Pretty Ribbon	1200	600	15	N	N	N	Y	N	N	Y	Y	A ribbon crafted for utter cuteness.	Shop
Star Circlet	1600	800	18	N	N	N	Y	N	N	Y	Y	A circlet imbued with the light of a star. INT +15	Shop
Magical Ribbon	3500	1750	21	N	N	N	Y	N	N	Y	Y	A ribbon imbued with a strong magical power. Sea Defensive Attribute +10	Shop
Angel Halo	—	1	24	N	N	N	Y	N	N	Y	Y	The divinely cute halo of an angel. INT +30	Custom
Purple Hood	—	1	31	N	N	N	N	N	N	Y	N	A purple hood filled with mystical powers. ACC +20	Chest

FOOD

As appetizing as some of it may sound, food listed here cannot be simply used raw in the field. You must find an oven and use a recipe to turn one or more food items into "bread," which can then be used in the field for various effects.

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Bread	70	35	Bread baked to a perfect, golden-brown crust. There's nothing like the smell of fresh-baked bread.	Shop
Butter	30	15	Made by separating fat from milk. A spread. An ingredient. Endless possibilities.	Shop
Jam	20	10	Preserved by mixing sugar with fruit. Comes in a variety of flavors.	Shop
Baguette	50	25	Long thin bread with a hard crust.	Shop
Garlic	60	30	It has a peculiar smell. Eat sparingly before a big date.	Shop
Parsley	40	20	It has a distinct smell and flavor. Use it to give dishes a little extra something.	Shop

continues

Food continued

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Egg	50	25	An egg from a healthy chicken. A must-have when making sweets.	Shop
Milk	50	25	Nutritious and delicious milk from a healthy cow. Start your day right with a glass in the morning.	Shop
Ham	60	30	Preserved meat. Great for little kids.	Shop
Tuna	80	40	Great in a salad.	Shop
Strawberry	100	50	Delectable whether eaten as-is or made into a jam. Comes in handy when decorating cakes, too.	Shop
Fresh Cream	80	40	Cream separated from milk.	Shop
Lettuce	60	30	A must-have for any salad. Best while still crisp and fresh.	Shop
Tomato	70	35	A red tomato fresh from the farm. Mm-mmm. Chow down on a chilled one under a clear blue sky.	Shop
Bun	60	30	A round bread perfectly suited for hamburgers.	Shop
Hamburger Patty	120	60	A kids' favorite made by mixing flour, eggs and ground meat, then grilling over an open flame.	Shop
Pickles	40	20	Cucumbers pickled in brine with various spices. They always manage to get into hamburgers.	Shop
Cheese	50	25	Made by curdling milk and leaving it to mature. It has a high nutritional value.	Shop
Scallop	120	60	A bivalve about the size of your palm. The perennial favorite main dish of otters.	Shop
Pineapple	180	90	The fruit of a tropical evergreen. Whoever ate the first one deserves much respect.	Shop
Melon	200	100	A delicious fruit with many varieties.	Shop
Cod	100	50	White fish with a mild flavor. Perfect in stews for those cold winter nights.	Shop
Bagel	60	30	The dough is boiled before baking. Low in calories, for those watching their weight.	Shop
Cream Cheese	50	25	A soft, rich cheese made from cream that has not been fermented.	Shop
Salmon	120	60	Fish that swims upstream to spawn. It never forgets the river it came from.	Shop
Beef	180	90	Meat from a healthy cow. Slap it on the grill for an easy meal.	Shop
Chicken	160	80	Meat from a chicken raised outdoors. Grill it. Simmer it. Eat it.	Shop
Hot Dog Bun	80	40	A bread simple in both taste and appearance. The perfect fit for a hot sausage.	Shop
Sausage	60	30	Chopped meat and spices in a casing, dried to last. The crisp casing is exquisite.	Shop
Cabbage	60	30	You can eat it raw, boil it, or even wrap stuff in it. Salad? Garnish? Cole slaw? That's right — cabbage.	Shop
Noodles	120	60	Good when stir-fried. Believe it or not, they're also good in sandwiches.	Shop
Onion	80	40	Has a very pungent odor. Plug your nose when you cut them so you don't cry.	Shop
Pork	170	85	Perfectly marbled piece of meat from a pig. An everyday food for everyday people.	Shop
Sauce	40	20	Great when poured over noodles. Some people even pour it on rice.	Shop
Mustard	50	25	A spice used in cooking. Only use sparingly.	Shop
Baking Set	200	100	Has everything you need to bake bread. Great for beginners as well as veteran bakers.	Shop
Skim Milk	60	30	Milk with some fat taken out. Good for people who are watching their weight.	Shop

ITEM NAME	BUY	SELL	DESCRIPTION	FOUND
Red Bean Paste	70	35	A sweet paste made from adzuki beans. Some like it lumpy. Some like it smooth.	Shop
Custard Cream	100	50	Not too sweet, and goes down easy. Great when baked into a bread.	Shop
Chocolate	150	75	Made from roasted cacao beans. Perfect companion when you're out on a long hike.	Shop
Apple	80	40	A sweet and delicious fruit. Ahh, there's nothing like that first crunchy bite.	Shop
Banana	160	80	A fruit grown in the tropics. Can a banana be considered a snack, too?	Shop
Oil	100	50	High-quality oil from vegetables and animals. A variety of uses in cooking.	Shop
Baking Powder	80	40	Helps give breads their light-and-fluffy-ness. Absolutely essential for baking.	Shop
Mushroom	120	60	A variety of edible fungi grows in the mountains. Best when the weather just starts to turn cold.	Shop
Curry Powder	60	30	A stimulating spice. You can never go wrong with curry.	Shop
Carrot	80	40	A vegetable with a cute shape and color. Often paired with steak.	Shop
Pepperoni	50	25	Some people call it salami. Often found on top of pizzas.	Shop
Shrimp	140	70	An underwater creature that apparently has claws. Its meat is firm but not tough.	Shop
Squid	100	50	An underwater creature with ten tentacles. Mind the ink when preparing it for cooking.	Shop
Tofu	60	30	A protien-rich food made from congealed soymilk.	Shop
Toban Jiang	100	50	Bean paste mixed with chili. Use sparingly if you can't take spicy foods.	Shop
Flan	—	250	A jiggling confection. A favorite dessert for many.	Monster
Radish	—	100	One of many ingredients used in stews. Also great to give salads a little extra kick.	Chest

VALUABLES

Valuables, or key items, are obtained at certain specific points in the story. You cannot actually use these items, nor do you lose them except in a few event-related cases.

ITEM NAME	DESCRIPTION
Collector's Book	Catalogue for collectors. Select BOOKS from the Main Menu to read it.
Basket	Carry up to ten breads. Open it with the Square button.
Large Basket	Carry up to thirty breads. Open it with the Square button.
World Map	Map of the Legacy. Open it with the R3 button while in the Field Map.
Sorcerer's Scanner	Scans the area for hidden items. You never know what you might find.
Sorcerer's Ring	Shoots a bullet of light to help solve puzzles. The bullet of light can also be reflected.
Moses' Key	A key for the bandits' lair.
Shirley's Brooch	A brooch made from a special stone.
Gemini Shells	A pair of beautiful shells. A symbol of engagement among the Oresoren.
Whisper Crystal	The crystal found in the Man-Eating Ruins. It has strange powers.

ITEM NAME	DESCRIPTION
Card Key	A key to the upper deck of the bridge.
Operations Report	A detailed description of the first operations to capture the Merines.
Tablet 1	Found in the Fire Monument. Depicts land forming on a white ship.
Tablet 2	Found in the Ice Monument. Depicts people watching the white ship leave.
Tablet 3	Found in the Thunder Monument. Depicts the white ship flying down.
Tablet 4	Found in the Earth Monument. Depicts the moment of the Cataclysm.
Harriet's Flower	The Raynards named this rare flower that blooms only on the night of a lunar eclipse.
Spider's Cocoon	A cocoon made from a monster in the Earth Monument. Used to make medicines.
Valens' Sword	A sword engraved with the Valens' family crest. Wielded for generations by the head of the House.
Giet's Charm	A charm made from Giet's mane. Moses' treasure.

continues

Valuables continued

ITEM NAME	DESCRIPTION
Jay's Bell	A bell that Jay has had since he was a baby.
Norma's Notebook	Filled with Norma's research on Relares. The fruit of all her efforts.
Everlight Fragment	A fragment of the Everlight that has lost its power.
Grune's Feather	A feather that descended upon Grune with her awakening. It casts a mysterious glow.
Broken Hairpin	Harriet's flower accessory that is now broken.

ITEM NAME	DESCRIPTION
Bow Key	A mysterious key found on the Legacy.
Starboard Key	The key found in the Port Cottage.
Stern Key	The key found in the Starboard Cottage.
Port Key	The key found in the Bow Cottage.

ERES STONES

Eres Stones or "Sculptures" are obtained sometimes after battle. A monster drops the type of Eres Stone that corresponds with its family. You do not actively use these items in the field or in battle—instead, you must collect certain numbers of different types of Eres Stones to master various Crystal Eres, and thus allow their use in battle.

ITEM NAME	DESCRIPTION
Megant	The source of eres for Megants. Holding them, you feel great power.
Ere	The source of eres for Ere. Holding them, you feel immense hatred.
Fiend	The source of eres for Fiends. Holding them, you feel evil welling up inside.
Egg Bear	The source of eres for Egg Bears. Holding them, you feel stronger.
Egg Bear Cub	The source of eres for Egg Bear Cubs. Holding them, you feel protected by someone.
Phynx	The source of eres for Phynxs. Holding them, you feel more limber.
Galf	The source of eres for Galves. Holding them, you feel the urge to howl.
Base Turtle	The source of eres for Base Turtles. Holding them, you feel protected by something.
Lizardman	The source of eres for Lizardmen. Holding them, you feel like your body is lighter.
Diva	The source of eres for Divas. Holding them, you feel like you have more insight.
Peepit	The source of eres for Peepits. Holding them, you feel like you could jump better.
Peepit Chick	The source of eres for Peepit Chicks. Holding them, you feel like you'll wake up earlier.
Eryngi	The source of eres for Eryngi. Holding them, you feel well-versed in powders.
Mandrake	The source of eres for Mandrakes. Holding them, you feel somewhat nihilistic.
Hopper	The source of eres for Hoppers. Holding them, you feel the urge to hop around.
Dinowyrm	The source of eres for Dinowyrms. Holding them, you feel more flexible.

ITEM NAME	DESCRIPTION
Dandarantula	The source of eres for Dandarantulas. Holding them, you feel you can endure more.
Gelures Sword	The source of eres for Gelures Swords. Holding them, you feel like keeping others away.
Gelures Shield	The source of eres for Gelures Shield. Holding them, you feel the need to protect others.
Mimic Bed	The source of eres for Mimic Beds. Holding them, you feel the need to sunbathe.
Zephyr	The source of eres for Zephyrs. Holding them, you feel as though you can fly.
Eggtopus	The source of eres for Eggtopus. Holding them, you feel the urge to eat others.
Element	The source of eres for Element. Holding them, you feel well-versed in elements.
Grand Goet	The source of eres for Grand Goets. Holding them, you feel like the king of the land.
Sea Goet	The source of eres for Sea Goets. Holding them, you feel like the king of the sea.
Hill Angler	The source of eres for Hill Anglers. Holding them, you feel hungry.
Dragon	The source of eres for Dragon. Holding them, you feel like the mightiest creature.
Gald Shark	The source of eres for Gald Sharks. Holding them, you feel slightly richer.
Automaton	The source of eres for Automata. Holding them, you feel more calculating.
Mini-Automaton	The source of eres for Mini-Automata. Holding them, you feel manipulated by others.
Gentleman	The source of eres for Gentlemen. Holding them, you feel more proper.
Hopperfly	The source of eres for Hopperflies. Holding them, you feel like you shed your skin.

Breads

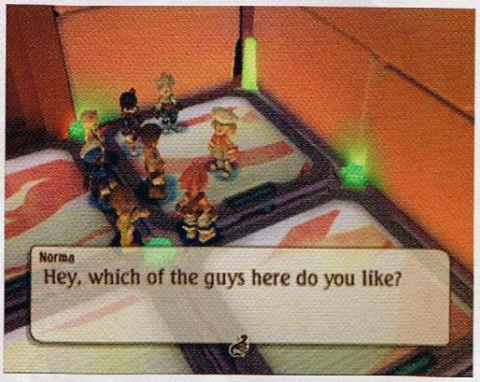
Near the beginning of Tales of Legendia you receive a Bread Basket and your first recipe for Toast from the Wonder Baker Mimi. After this point you can purchase or find different ingredients and use them to bake recipes you already know, learning new recipes either by finding Mimi again in different locations, or by baking a recipe a certain number of times to unlock a more complex version.

To bake bread you need a recipe, the correct ingredients, and an oven. There are ovens in the Bakery in Werites Beacon and in Will's house as well, plus more hidden in more far reaches of the Legacy for when you're away from home. You can only carry ten pieces of bread in your basket at a time, so don't be shy about using them up in order to bake more.

The recipes that you pick up from Mimi directly are found in the following locations throughout the game, so keep your eyes open for the strange objects that mark her hiding spot. For a pinpointed location, look for the 28th Wonder Baker callout in the walkthrough section of this guide:

WONDER BAKER LOCATIONS

LOCATION	FORM	RECIPE
Fallingwater	Cute piggy	Toast
Misty Mountains	Origami swan	Ham Sandwich
Old Oresoren Village	Oresoren Statue	Hamburger
Werites Beacon Weapons & Armor Shop (Chapter 2)	Platter	Hot Dog
Oresoren Village Docks	Pac-Man	Bagel with Lox
Oresoren Village, Jay's House	None (Chest)	Buttered Roll
Poppo's Workshop	Orange Cone	Red Bean Bun
Maurits' Hermitage	Christmas Tree	Cream Doughnut
Man-Eating Ruins	Large Cake	Pizza
Front Lines	Round Table	Chocolate Cornet
Werites Beacon Item & Customization Shop (Chapter 5)	Drum	Melon Bread
Werites Beacon Inn Basement/Tavern (Chapter 5)	Milk Carton	Crepe
Village of the Ferines	Chess Piece	Muffin
Werites Beacon, Beacon Breads	Tea Kettle	Apple Pastry
Werites Beacon Inn Ground Floor (Character Quest: Intro)	Bonsai Tree	Croissant
Werites Beacon Arena (Character Quest: Norma)	Flag	Curry Pie
Earth Monument (Character Quest: Chloe)	Doll	Churros
Misty Mountains (Character Quest: Moses)	–	Mabo Pie
The Crags (Character Quest: Moses)	Cactus	Baumkuchen
Craft Stop (Werites Beacon Customization Shop)	None (You must craft the item)	Flan Cake
Fire Monument (Character Quest: Treasure Sidequest)	Snowman	Fish Stew Bread Bowl
Werites Beacon (Character Quest: Wonder Baker Sidequest)	None (Quest reward)	Meat Stew Bread Bowl



When you have one of the main recipes listed above, you can start to not only cook that Bread, but also unlock more complex recipes by baking it repeatedly. Keep in mind that baking the easier recipes in the chain also counts toward this total. (For example: it lists that you need 20 more Toast with Jam to unlock Garlic Toast.)

TOASTS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Toast	15%	—	—	Toast with butter on homemade bread.	Bread, Butter	x5 to Toast w/ Jam
Toast with Jam	20%	—	—	A generous dollop of jam transforms ordinary toast.	Bread, Butter, Jam	x20 to Garlic Toast
Garlic Toast	25%	—	—	Ahh, the hard crust and scent of garlic. Irresistible.	Baguette, Butter, Garlic, Parsley	x25 to French Toast
French Toast	25%	—	Cures Poison	Delicious bread battered and toasted to perfection.	Baguette, Butter, Egg, Milk	—

SANDWICHES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Ham Sandwich	—	15%	—	A standard, everyday, run-of-the-mill sandwich.	Bread, Butter, Ham	x10 to Tuna Sandwich
Tuna Sandwich	—	20%	—	A mountain of tuna between slices of toast.	Bread, Butter, Tuna	x15 to Strawberry Sandwich
Strawberry Sandwich	—	25%	Cures Poison	It's a sandwich. It's shortcake. It's to die for.	Bread, Strawberry, Fresh Cream	x15 to Cutlet Sandwich
Cutlet Sandwich	—	25%	Cures Petrification	Thick slices of bread and deep fried beef. Oh yeah.	Bread, Butter, Lettuce, Beef	X20 to The Works
The Works	—	35%	—	Anything and everything goes into this sandwich!	Bread, Butter, Ham, Tuna, Lettuce, Beef	—

BURGERS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Hamburger	20%	—	—	A bun embraces a hot, juicy beef patty.	Bun, Hamburger Patty, Lettuce, Pickles	x10 to Cheeseburger
Cheese Burger	25%	—	—	Ahh, the sublime presence of cheese. Take a bite.	Bun, Hamburger Patty, Lettuce, Cheese	x15 to Fish Burger
Fish Burger	30%	—	—	A rendezvous of fried fish and rich cheese.	Bun, Cod, Cheese	x15 to Scallop Burger
Scallop Burger	40%	—	—	You just might wind up squeaking in joy.	Bun, Scallop, Lettuce	x20 to Healthy Burger
Healthy Burger	50%	—	KO Recovery (50% HP)	Keep the calories low and the energy high.	Bun, Hamburger Patty, Lettuce, Pickles, Parsley, Tomato, Onion, Carrot, Radish	—

HOT DOGS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Hot Dog	15%	15%	—	The classic dog — fresh sausage in a soft bun.	Hot Dog Bun, Sausage, Cabbage	x10 to Spicy Dog
Spicy Dog	20%	20%	—	A dab of mustard adds spice to the classic dog.	Hot Dog Bun, Sausage, Cabbage, Mustard	x15 to Cheese Dog
Cheese Dog	30%	25%	—	A mild dog topped with a mountain of cheese.	Hot Dog Bun, Sausage, Cabbage, Cheese	x15 to Lomein Dog
Lomein Dog	40%	40%	—	A new favorite! Always filling. Never disappointing.	Hot Dog Bun, Cabbage, Noodles, Onion, Pork, Sauce	—

BAGELS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Bagel with Lox	15%	15%	—	Smoked salmon between two halves of a bagel.	Bagel, Cream Cheese, Salmon	x10 to Bagel w/Beef
Bagel with Beef	20%	20%	—	A big bagel and even bigger patty. Open up wide!	Bagel, Cream Cheese, Beef	x15 to Bagel with Chicken
Bagel with Chicken	20%	20%	Cures Petrification	A healthy sandwich made from healthy foods.	Bagel, Cream Cheese, Chicken	—

PIZZA

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Pizza	60%	—	—	A standard pizza with fresh tomatoes and cheese.	Baking Set, Tomato, Cheese, Mushroom, Pepperoni	x10 to Seafood Pizza
Seafood Pizza	70%	—	Cures Poison	The seafood is piled high on this Legacy specialty!	Baking Set, Cheese, Scallop, Cod, Shrimp, Squid	x15 to Tropical Pizza
Tropical Pizza	80%	—	Cures Petrification	Cheese. Tropical fruit. Bliss on the beach.	Baking Set, Cheese, Ham, Pineapple, Banana	x15 to Spicy Pizza
Spicy Pizza	80%	—	Cures all Status Effects	A spicy pizza for those in need of stimulation.	Baking Set, Cheese, Tomato, Mustard, Mushroom, Pepperoni, Toban Jiang	—

FLAVORED BREADS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Melon Bread	60%	25%	—	Looks like a melon. Made with real fruit juice!	Baking Set, Egg, Melon, Oil, Baking Powder	x10 to Chocolate Chip Bread
Chocolate Chip Bread	60%	50%	—	A heap of chocolate chips make this a real treat.	Baking Set, Egg, Melon, Oil, Baking Powder, Chocolate	—

MUFFINS

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Muffin	—	—	KO Recovery (60% HP)	Warm and fluffy. Simple yet sophisticated.	Baking Set, Egg, Oil	x10 to Choc. Chip Muf
Chocolate Chip Muffin	—	—	KO Recovery (65% HP & 25% TP)	The chocolate morsels bring a smile to your face.	Baking Set, Egg, Oil, Chocolate	—

PASTRIES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Apple Pastry	60%	50%	—	A petite princess to the queen of all pies — the apple pie.	Baking Set, Butter, Egg, Apple	x10 to Banana Pastry
Banana Pastry	65%	55%	—	The sweet aroma of bananas wafts from within.	Baking Set, Butter, Egg, Banana	x15 to Mabo Pastry
Mabo Pastry	75%	65%	—	A pastry bursting with spicy mabo tofu.	Baking Set, Butter, Egg, Garlic, Pork, Tofu, Toban Jiang	—

CREPES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Crepe	60%	50%	—	A basic crepe. A pure flavor. Just add whipped cream.	Baking Set, Butter, Egg, Milk, Fresh Cream	x10 to Strawberry Crepe
Strawberry Crepe	65%	50%	Cures Poison	Cute strawberries make this crepe a true joy.	Baking Set, Butter, Egg, Milk, Fresh Cream, Strawberry	15x to Melon Crepe
Melon Crepe	65%	60%	—	Find out why the melon is the jewel of fruits!	Baking Set, Butter, Egg, Milk, Fresh Cream, Melon	x15 to Pineapple Crepe
Pineapple Crepe	65%	60%	Cures Petrification	Whipped cream and tart pineapples! What a pair!	Baking Set, Butter, Egg, Milk, Fresh Cream, Pineapple	x20 to Scallop Crepe
Scallop Crepe	70%	65%	—	Try one. You might just turn a bit fuzzy. *Ors*	Baking Set, Butter, Egg, Milk, Fresh Cream, Scallop	—

PIES

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Mabo Pie	80%	65%	—	Lots of spicy mabo tofu make this a meal in itself.	Baking Set, Garlic, Pork, Tofu, Toban Jiang	x10 to Mabo Curry Pie
Mabo Curry Pie	80%	80%	—	Mm, the aroma. Oh, the hot spices. Ahh, such harmony!	Baking Set, Garlic, Pork, Tofu, Toban Jiang, Curry Powder, Onion	—

SPECIAL (Not in a "chain" with other recipes)

NAME	HP RES.	TP RES.	SPECIAL	DESCRIPTION	INGREDIENTS	NEXT RECIPE
Butter Roll	40%	—	—	Knead more butter into fresh dough and voila!	Baking Set, Butter, Skim Milk	—
Red Bean Bun	—	50%	—	A dessert of sweet red beans in a fluffy bun.	Baking Set, Egg, Skim Milk, Red Bean Paste	—
Cream Doughnut	—	60%	—	The original custard-filled doughnut.	Baking Set, Egg, Skim Milk, Custard Cream	—
Chocolate Cornet	—	70%	—	A chocolate delight shaped like a cute hermit crab.	Baking Set, Egg, Skim Milk, Chocolate	—
Croissant	70%	70%	—	Such fleeting pleasure as it melts in your mouth.	Baking Set, Butter, Egg, Milk	—
Churros	—	—	Cures all Status Effects	Doughnut bars fried fresh on the spot!	Baking Set, Butter, Egg	—
Curry Pie	85%	50%	—	Opening this fried bun unleashes a symphony of spices.	Baking Set, Milk, Egg, Beef, Onion, Curry Powder, Carrot	—
Baumkuchen	—	—	KO Recovery (1 HP)	Layers of thin cake, like the rings of a sweet tree.	Baking Set, Butter, Egg, Milk, Baking Powder	—
Flan Cake	100%	100%	—	It looks like flan, smells like flan... inside, it is flan!	Baking Set, Butter, Egg, Flan	—
Fish Stew Bread Bowl	90%	90%	Cures all Status Effects	A pot of bread that holds a bountiful ocean.	Baking Set, Scallop, Cod, Salmon, Shrimp, Squid, Mushroom	—
Meat Stew Bread Bowl	100%	100%	Cures all Status Effects & KO	Big chunks of meat and veggies simmer in bread.	Baking Set, Beef, Pork, Chicken, Tofu, Cabbage, Mushroom, Carrot, Radish	—

CUSTOMIZATION

ITEM CUSTOMIZATION

The entire normal game, the item customization shop "Craft Stop" opens once you begin the Character Quests. Found within the same building in Werites Beacon as the item shop "Get Ready," this shop allows you to take various items you find during your travels and turn them into better equipment and items.

To get started, talk to the woman behind the counter and select "Customize" from the options. A long list of customizable items is found to the left, those that you can construct are listed in dark text while those you don't have the ingredients for are greyed out. The number of each item you already have is shown displayed to the right of its name. Highlight an item with the cursor to see the ingredients needed displayed in the box to the right, and press ● to see more detailed information about the item.

Once an item is highlighted press ✕ to craft it, using up one of each ingredient in the process. Just remember that some of the more specialized ingredients such as the ores or herbs are limited in number, so don't waste them crafting extras you don't need or won't use. Some of the items even use up Valuables, which means you can only craft one of these. Check the "Items" section of the walkthrough for more detailed information about each item.

GHOST SHELL
WEAPON (SENEL)
Heavy Hands, FOE1 Charm, Syrup Bottle, Dark Bottle, Black Ores

AQUA SHELL
WEAPON (SENEL)
Dynamic Arts, Acuity Bottle, Holy Bottle, Magic Lens, Lure

DIAMOND SHELL
WEAPON (SENEL)
Heavy Hands, Pineapple Gel, Life Bottle, Holy Bottle, Red Savory, Croissant

HIGH SPEED BRACERS
WEAPON (SENEL)
Speed Bracers, Elven Boots, Climax Bottle, Red Saffron, Aifread's Flag, Lure, Baumkuchen

KAISER GEARS
WEAPON (SENEL)
Bi-metal, Warrior Crest, Climax Bottle, Holy Bottle, Water Ores

FLAMBERGE
WEAPON (CHLOE)
Ether Sword, Life Bottle, Flare Bottle (x2), Red Ores

ICE COFFIN
WEAPON (CHLOE)
Ether Sword, Panacea Bottle, Flare Bottle, Blue Ores

LASER BLADE
WEAPON (CHLOE)
Grim Sword, Panacea Bottle, Holy Bottle, Red Sage, Water Ores

MEGANT KILLER
WEAPON (CHLOE)
Grim Sword, Flare Bottle, Climax Bottle, Magic Lens, Aifread's Flag, Red Ores, Water Ores

ETERNAL SWORD
WEAPON (CHLOE)
Valens' Sword, Flare Bottle, Holy Bottle, Water Ores

THUNDER JAVELIN
WEAPON (MOSES)
War Javelin, Melange Gel, Flare Bottle, Purple Ores, Ham Sandwich

PEEPIT SPEAR
WEAPON (MOSES)
Spear, Acuity Bottle, Rune Bottle, Lure, Blue Ores, Egg

EARTH JAVELIN
WEAPON (MOSES)
War Javelin, Scallop Gel, Flare Bottle, Yellow Ores, Churros

SHIDEN
WEAPON (JAY)
Kochi, Scallop Gel, Flare Bottle, Purple Ores, Pineapple

SHINONOME
WEAPON (JAY)
Kochi, Scallop Gel, Flare Bottle, Unicorn's Horn, Curry Pie

KAGEBOSHI
WEAPON (JAY)
Kochi, Scallop Gel, Climax Bottle, Lure, Churros

HOTATE
WEAPON (JAY)
Jay's Bell, Scallop Gel, Unicorn's Horn, Scallop, Cod, Salmon, Shrimp, Squid

POW HAMMER
WEAPON (WILL)
Hammer, Cape, Acuity Bottle, Magic Lens

DECK BRUSH
WEAPON (WILL)
Oresoren Hammer, Leather Boots, Melange Gel, Saffron, Red Saffron

MARBLED STRAW
WEAPON (NORMA)
Peepit Straw, Holy Bottle, Red Savory, Unicorn's Horn, Strawberry, Custard Cream, Chocolate

SCOPE STRAW
WEAPON (NORMA)
Strike Straw, Acuity Bottle, Magic Lens, Red Rosemary, Lure, Baumkuchen

SPYRA
WEAPON (GRUNE)
Dory, Freeze Charm, Flare Bottle, Blue Ores, Tomato

DIKTYON
WEAPON (GRUNE)
Dory, Panic Charm, Pineapple Gel, Panacea Bottle, Black Ores, Abes Wood, Churros

TEMNEIN
WEAPON (GRUNE)
Dory, Paralysis Charm, Miracle Gel, Elixir, Syrup Bottle, Water Ores, Aifread's Flag, Baumkuchen

BRUSH
WEAPON (SHIRLEY)
Quill, Textile, Radish

HIGH GRADE PEN
WEAPON (SHIRLEY)
Quill, Acuity Bottle, Abes Wood, Lure, Baumkuchen

ANGELIC QUILL
WEAPON (SHIRLEY)
Grune's Feather, Quill, Flare Bottle, Holy Bottle, Water Ores

REFLEX
BODY ARMOR (SENEL, CHLOE, MOSES)
Prereflex, Guard Bottle, Purple Ores, Yellow Ores, Aifread's Flag

STAR MAIL
BODY ARMOR (SENEL, CHLOE, MOSES)
Silver Mail, Rabbit's Foot, Pineapple Gel, Holy Bottle, Unicorn's Horn, Baumkuchen

BODY PAINT
BODY ARMOR (MOSES)
Giet's Charm, Unicorn's Horn, Holy Bottle, Squid

STAR CLOAK
BODY ARMOR (GRUNE, NORMA, SHIRLEY)
Witch's Dress, Cape, Pineapple Gel, Holy Bottle, Unicorn's Horn

HEAVENLY GARB
BODY ARMOR (NORMA)
Everlight Fragment, Cocktail Dress, Dinei Bottle, Textile

AURORA
BODY ARMOR (GRUNE)
Warlock Garb, Red Ores, Blue Ores, Purple Ores, Yellow Ores, Water Ores, Black Ores, Textile

SPIRIT ROBE
BODY ARMOR (JAY, WILL)
Bloody Robe, Technical Ring, Panacea Bottle, Dinei Bottle

MOON ROBE
BODY ARMOR (JAY, WILL)
Bloody Robe, Pineapple Gel, Holy Bottle, Abes Wood, Unicorn Horn

STOLE
BODY ARMOR (JAY, WILL)
Guard Bottle, Holy Bottle, Water Ores, Abes Wood, Churros

AMELIA'S LOVE
BODY ARMOR (WILL)
Harriet's Flower, Bloody Robe, Rabbit's Foot, Holy Bottle

SKELETON MASK
HEAD ARMOR (CHLOE)
Dark Bottle, Black Ores, Abes Wood, Aifread's Flag, Clear Shell

GRADUATION HAT
HEAD ARMOR (WILL)
Silk Hat, Dinei Bottle, Magic Lens, Abes Wood, Aifread's Flag

ANGEL HALO
HEAD ARMOR (GRUNE, NORMA, SHIRLEY)
Circlet, Dinei Bottle, Rune Bottle, Abes Wood

DEMON'S SEAL
ACCESSORY (ALL)
Lei, Baseball Bat, Bear Suit, Bear Head, Turquoise, All-Divide, Rune Bottle

FLAN CAKE
RECIPE
Sephira, Black Onyx, Moon Crystal, Elixir, Textile, Unicorn's Horn, Flan

THINK BEFORE YOU CRAFT

Stop to think before you craft an item and use up precious ingredients. Although an item says "0" beside it, you may actually have such an item equipped on someone already, since the number only reflects that you have in inventory.

SKITS

Throughout the course of the game there are many occasions when you trigger a Skit, which is simply a bit of dialogue between characters, to give a bit of character development and perhaps a bit more info about the game world or events. These Skits are for entertainment, and not really relevant to the game in terms of stats or items, but they can add more to your game experience.

When you trigger a Skit, a notification is displayed in the top right of the screen. At this point press the SELECT button on your controller to trigger the Skit. Make sure you do this right away, because after certain conditions the Skit prompt vanishes again and you can no longer view the Skit, and not all of them can be triggered a second time.

After you complete the main seven chapters of the game and start the Character Quests the man inside the Country Cottage (just northeast of Werites Beacon) wakes up. Speak to him at any time while he's awake, and he allows you to re-view Skits you've viewed before.

The following table lists the Skits you may find over the course of the game, followed by the way to trigger them. Next you find the condition that causes the Skit to trigger again if you haven't yet watched it. The last table entry shows whether you can then trigger the Skit to view again by meeting the same conditions, if you didn't watch it the first time.

SKIT TITLE	TRIGGER ON	TRIGGER OFF	REPEAT?
Look Before You Lend	Acquire Kaiser Gears.	Until next battle	No
Heavy Lifting	Will equips the 765kg hammer.	After unequipping the 765kg hammer	Yes
Iron Man	Acquire Mjolnir.	Until next battle	No
Curse of the Mask	Chloe equips the Skeleton Mask.	After unequipping the Skeleton Mask	Yes
Worrisome Weaponry	Chloe equips Mini-Gelures Sword.	After unequipping the Mini-Gelures Sword	Yes
Checkin' Out Chloe	Chloe only has weapon (and title) equipped.	When equipping non-weapon items	Yes
Time Traveler	Acquire Eternal Sword.	Until next battle	No
See Spot Run	Norma equips Golf Cloak	After unequipping the Golf Cloak	Yes
Money Makes the World Go 'Round	Norma equips Sephira and the Blue Sephira at the same time.	After unequipping either Sephira or Blue Sephira	Yes
In the Line of Fire	Norma only has weapon (and title) equipped.	When equipping non-weapon items	Yes
When Bubbles Attack	Acquire Gold Straw.	Until next battle	No
The Emperor's New Clothes	Moses equips Emperor's New Clothes.	After unequipping the Emperor's New Clothees	Yes
Finders Keepers	Acquire Gugnir.	Until next battle	No
Training Dummy	Acquire Hotate.	Until next battle	No
Popular With the Boys	Grune only has weapon and title equipped.	When equipping non-weapon items	Yes
The Urn is a Deadly Weapon	Acquire Temnein.	Until next battle	No
Aren't You Cold?	Shirley only has weapon (and title) equipped.	When equipping non-weapon items	Yes
An Angel's Quill	Acquire Angel Quill.	Until next battle	No
The Rookie Cook	Cooking for the first time.	Cook for the second time	No
A Star (Baker) is Born	Get recipe for Meat Stew Bread Bowl in House 1.	None	NA
The Amazing Flan Cake	Eat Flan Cake.	Eat any bread except flan cake	Yes
Weighty Matters	Eat Healthy Burger.	Eat any burger except healthy burger	Yes
Culinary Dreams	Bake all breads more than 10 times.	None	NA
Check Out Our Rock Collection	Complete all eres stones.	None	NA
All the World's Treasures Are Mine!	Open all treasure boxes.	None	NA
A Collector's Dream	Complete the Collector's Book	None	NA
The Ties That Bind	Total play time is over 60 hours.	None	NA
Flat Broke	Money is at zero.	Money is no longer at zero.	Yes
The Millionaire's Club	Money is over 1,000,000.	Money is under 1,000,000.	Yes

SKIT TITLE	TRIGGER ON	TRIGGER OFF	REPEAT?
Money Rules!	Money is at 9,999,999.	Money becomes less than 9,999,999.	Yes
Not Feeling so Hot	Everyone is poisoned.	Any one person recovers from poison	Yes
Guy Talk	Battle members are 4 guys.	Battle members are no longer all male	Yes
Girl Talk	Battle members are 4 girls.	Battle members are no longer all female	Yes
Trouble Sleeping	After the battle with Turtle in water ways.	Touch a landmark	No
Act Your Age	After the battle with the dragon on the plains.	Touch a landmark	No
May We Meet Again	After the battle with Volcano Gaet in the Fire Monument.	Touch a landmark	No
Monster Food	After the battle with Crystarantula in the Crystal Forest.	Touch a landmark	No
Monster Mania	After the battle with Rare Lizardman at the Fallingwater.	Until next battle	No
It's so Fluffy	After the battle with Diva at the Man-Eating Ruins.	Touch a landmark	No
Sightseeing	Visit all the areas in Werites Beacon.	None	NA
Finished With the Huts!	Finish the quiz event at the stern cabin.	None	NA
Climax Mode	Senel launches climax mode and the battle members are those in the skit.	Until next battle	Yes
Climax Combo	Senel launches climax combo and the battle members are those in the skit.	Until next battle	Yes
Eres Stones	Senel gets an Eres Stone and the battle members are those in the skit.	Until touching a landmark	Yes
Don't Be Wasteful	Senel is the controlled character and uses more than 10 items. Battle members are those in the skit.	Until next battle	Yes
Menacing Monster	After the first battle with a monster in the chaotic zone.	Until next battle	No
Still Much to Learn	Senel is the controlled character and uses an arcane eres.	Until touching a landmark	Yes
Compound Eres	Senel uses a compound eres and the battle members are those in the skit.	Until next battle	Yes
It Feels Good	Win a battle with over 30 combos and battle members are those in the skit except when defeating an enemy while continuing a combo.	Until touching a landmark	Yes
Going in Circles	Senel is the controlled character and gives 4+ orders and Moses is a battle member.	Until next battle	Yes
He Who Fights And Runs Away...	Senel is the leader and successfully runs away from battle. Battle members are those in the skit.	Until next battle	Yes
Runnin' Man	Moses is the leader and successfully runs away from battle. Battle members are those in the skit.	Until next battle	Yes
Friendly Fire?	Norma defeats the last enemy and battle members are those in the skit.	Until next battle	Yes
Who's the Weakest Link?	Jay defeats the last enemy and battle members are those in the skit.	Until next battle	Yes
A Simple Question	Norma gets an eres stone when it is possible to use another element.	Until touching a landmark	Yes
Senel's Training Issues	Senel reaches level 60.	None	NA
Chloe's Body Issues	Chloe reaches level 62.	None	NA
Will's Muscle Issues	Will reaches level 61.	None	NA
Norma's Personal Issues	Norma reaches level 63.	None	NA
Moses' Brain Issues	Moses reaches level 64.	None	NA
Jay's Growth Issues	Jay reaches level 65.	None	NA
Grune's Progress?	Grune reaches level 66.	None	NA
Shirley's Figure Issues	Shirley reaches level 67.	None	NA
Looking Back	After battling more than 1000 times.	None	NA
Doing Great!	Moses defeats the last enemy and his HP and TP are full at the end of the battle.	Until next battle	Yes
Not Doing So Hot	Moses takes a long time to win against a weak enemy and has a status effect.	Until next battle	Yes
It's All Red's Fault	Norma wins the battle with a sliver of HP left and battle members are those in the skit.	Until next battle	Yes
Too Slow!	Senel is the controlled player and takes long time to win against a weak enemy.	Until next battle	Yes
Grune's Sympathy	Grune wins the battle in a short time and only uses regular attacks. Battle members are those in the skit.	Until next battle	Yes
United We Stand	The past 15 battles were all easy victories. Battle members are those in the skit.	Until next battle	Yes
Chloe's Desire	The past 15 battles were all difficult victories. Battle members are those in the skit.	Until next battle	Yes
Will's Fearsome Strength	The past 3 battles were all difficult victories. Battle members are those in the skit.	Until next battle	Yes
Run Away! Run Away!	Ran away from past 3 battles. Battle members are those in the skit.	Until next battle	Yes
Life is Never Easy	Ran away from past 3 battles. Battle members are those in the skit.	Until next battle	Yes
For Love of Money, Part 1	Acquired EXP in the battle is over 5000. Battle members are those in the skit.	Until next battle	Yes
For Love of Money, Part 2	Acquired gald in the battle is over 5000. Battle members are those in the skit.	Until next battle	Yes

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Official Strategy Guide

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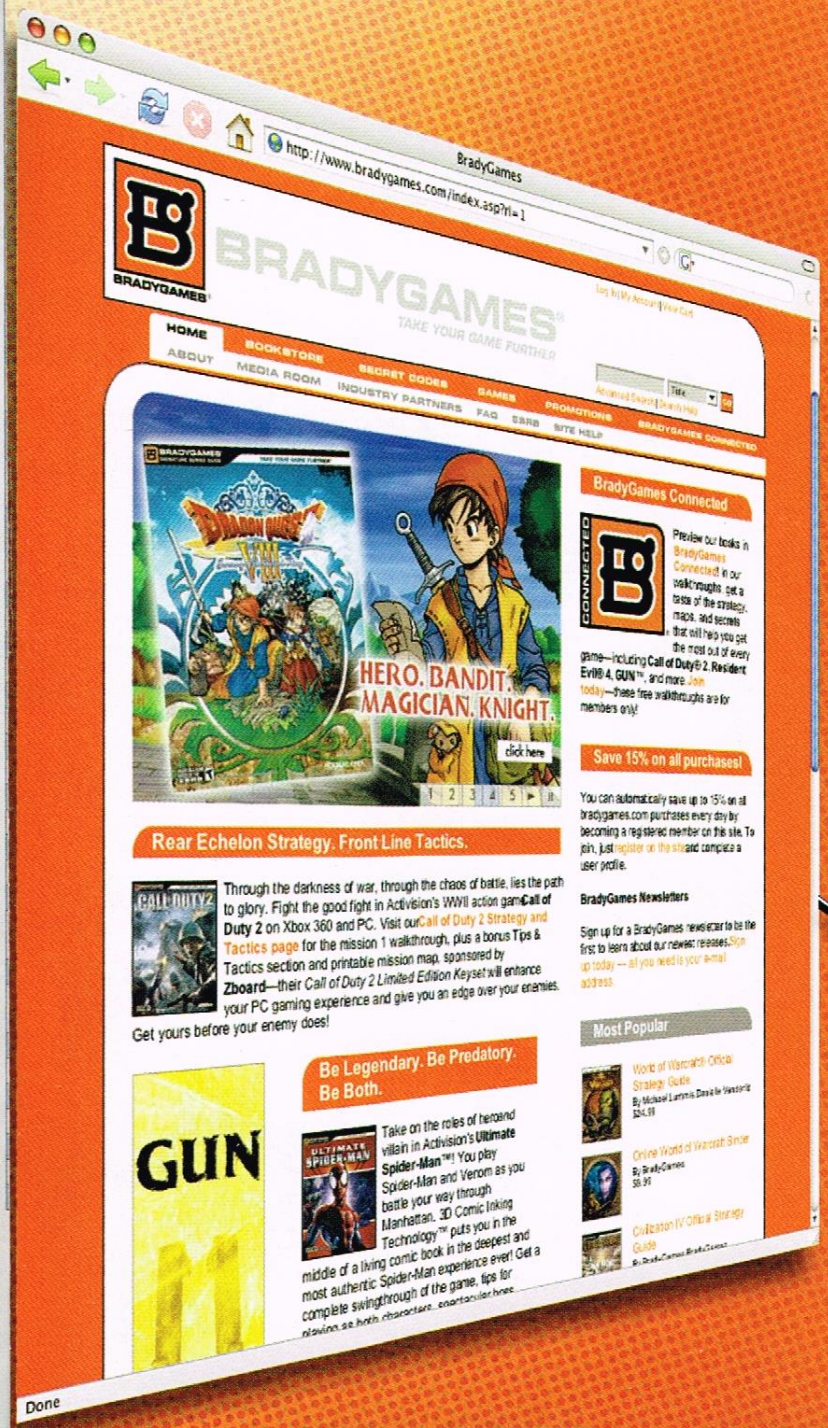
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